

## **BlitzList**

**COLLABORATORS**

	<i>TITLE :</i> BlitzList		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		August 13, 2022	

**REVISION HISTORY**

NUMBER	DATE	DESCRIPTION	NAME

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# Chapter 1

## BlitzList

### 1.1 Introduction

Blitz Mailing List Guide

=====

This guide is intended as an easy reference to the Blitz mailing list.

It contains messages posted to the Blitz mailing list during the month shown on the main page.

--- Administrative commands for the blitz-list list ---

I can handle administrative requests automatically. Please do not send them to the list address! Instead, send your message to the correct command address:

To subscribe to the list, send a message to:

<blitz-list-subscribe@netsoc.ucd.ie>

To remove your address from the list, send a message to:

<blitz-list-unsubscribe@netsoc.ucd.ie>

Send mail to the following for info and FAQ for this list:

<blitz-list-info@netsoc.ucd.ie>

<blitz-list-faq@netsoc.ucd.ie>

To get messages 123 through 145 (a maximum of 100 per request), mail:

<blitz-list-get.123\_145@...>

To get an index with subject and author for messages 123-456 , mail:

<blitz-list-index.123\_456@...>

They are always returned as sets of 100, max 2000 per request, so you'll actually get 100-499.

To receive all messages with the same subject as message 12345, send an empty message to:

<blitz-list-thread.12345@...>

The messages do not really need to be empty, but I will ignore

their content. Only the ADDRESS you send to is important.

You can start a subscription for an alternate address, for example "john@...", just add a hyphen and your address (with '=' instead of '@') after the command word:

```
<blitz-list-subscribe-john=host.domain@...>
```

To stop subscription for this address, mail:

```
<blitz-list-unsubscribe-john=host.domain@...>
```

In both cases, I'll send a confirmation message to that address. When you receive it, simply reply to it to complete your subscription.

If despite following these instructions, you do not get the desired results, please contact my administrator at hassel@... or my owner at blitz-list-owner@netsoc.ucd.ie.

Please be patient, they are a lot slower than I am ;-)

This AmigaGuide was created using GuideMaker.rexx © Roger Light 1999

## 1.2 Blitz Mailing List Guide

Blitz Mailing List Guide

=====

May 2002

Introduction  
Introduction to the guide.

Search Search this file (requires SearchGuide)

-----

steve@...

AB2 and WinUAE, again  
Tony Rolfe

Re: AB2 and WinUAE, again  
Bernd Roesch

Re: AB2 and WinUAE, again  
David McMinn

An iddy biddy favour if anyone wouldn't mind.  
Andrew Bruno

Re: An iddy biddy favour if anyone wouldn't mind.  
David McMinn



Re: Array subscript  
Bernd Roesch

Debug  
Peter Thor

Re: Debug  
Bernd Roesch

Re: Debug  
Peter Thor

Re: Debug  
David McMinn

Re: Debug  
Peter Thor

Re: Debug  
Bernd Roesch

Re: Debug  
David McMinn

Enforcer hit  
Peter Thor

Re: Enforcer hit  
David McMinn

Re: Enforcer hit  
Peter Thor

Re: Enforcer hit  
David McMinn

Re: Enforcer hit  
Bernd Roesch

Re: Enforcer hit  
Thilo Köhler

Re: Enforcer hit  
David McMinn

Re: Enforcer hit  
David McMinn

Re: Enforcer hit  
Thilo Köhler

Re: Enforcer hit  
Bernd Roesch

Re: Enforcer hit  
Bernd Roesch

---

Re: Enforcer hit  
MadGun68

Re: Enforcer hit  
David McMinn

Re: Enforcer hit  
David McMinn

Re: Enforcer hit  
Peter Thor

Re: Enforcer hit  
Peter Thor

Re: Enforcer hit  
Bernd Roesch

Re: EsseEmmeEra little question  
Nick Clover

Re: EsseEmmeEra little question  
Nick Clover

EsseEmmeErre: a little question  
Stefano Maria Regattin

Re: EsseEmmeErre: a little question  
David McMinn

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Re: EsseEmmeErre: a little question  
David McMinn

Re: EsseEmmeErre: a little question  
Bernd Roesch

Re: EsseEmmeErre: a little question  
Stefano Maria Regattin

Re: EsseEmmeErre: a little question  
David McMinn

first help  
Bílek Martin

Re: first help  
David McMinn

Re: first help  
Bernd Roesch

Re: first help  
David McMinn

---

---

Re: first help  
Bernd Roesch

Freeing memory  
Steve Hargreaves

Re: Freeing memory  
Demon Hell

Re: Freeing memory  
David McMinn

Re: Freeing memory  
David McMinn

Re: Freeing memory  
Sami Näätänen

How can i copy the screenpalette ?  
Bernd Roesch

Re: How can i copy the screenpalette ?  
Joar Berntsen

<http://www.gmcminn.btinternet.co.uk>  
Christine Hall

Re: <http://www.gmcminn.btinternet.co.uk>  
David McMinn

kprintf code  
David McMinn

Re: kprintf code  
David McMinn

Library & Par\$()  
Thilo Köhler

Re: Library & Par\$()  
David McMinn

Re: Library & Par\$()  
Thilo Köhler

Re: Library & Par\$()  
Bernd Roesch

Re: Library & Par\$()  
Thilo Köhler

New Graphiccardexample blits.ab2  
Bernd Roesch

Re: New Graphiccardexample blits.ab2  
amorel

---

---

Re: New Graphiccardexample blits.ab2  
amorel

Re: New Graphiccardexample blits.ab2  
Bernd Roesch

Re: New Graphiccardexample blits.ab2  
amorel

Re: New Graphiccardexample blits.ab2  
Bernd Roesch

Oh.... windows, and activeness...  
Andrew Bruno

Re: Oh.... windows, and activeness...  
David McMinn

Re: Oh.... windows, and activeness...  
amorel

Re: Oh.... windows, and activeness...  
Bernd Roesch

OS tags  
Steve Hargreaves

Re: OS tags  
David McMinn

Re: OS tags  
Steve Hargreaves

Re: OS tags  
Demon Hell

Re: OS tags  
David McMinn

Re: OS tags  
David McMinn

pal on ntsc amigas  
Joar Berntsen

Re: pal on ntsc amigas  
amorel

Re: pal on ntsc amigas  
Joar Berntsen

Re: pal on ntsc amigas  
David McMinn

Re: pal on ntsc amigas  
Joar Berntsen

---

Re: pal on ntsc amigas  
David McMinn

Re: pal on ntsc amigas  
David McMinn

rotating 3D cube.  
Joar Berntsen

Re: rotating 3D cube.  
David McMinn

Re: rotating 3D cube.  
Peter Thor

SetPeriod?  
Joar Berntsen

Re: SetPeriod?  
amorel

Re: SetPeriod?  
Thilo Köhler

Re: SetPeriod?  
David McMinn

Re: SetPeriod?  
MadGun68

Re: SetPeriod?  
Joar Berntsen

Re: SetPeriod?  
Bernd Roesch

Re: Simple/stupid question?  
Bernd Roesch

Strange result  
Steve Hargreaves

Re: Strange result  
David McMinn

Re: Strange result  
Bernd Roesch

Trapping Output  
Steve Hargreaves

Re: Trapping Output  
Fabio

Re: Trapping Output  
Steve Hargreaves

---

Re: Trapping Output  
Nick Clover

Re: Trapping Output  
Steve Hargreaves

Re: Trapping Output  
Nick Clover

Re: Trapping Output  
Steve Hargreaves

Re: Trapping Output  
Sami Näätänen

Re: Trapping Output  
amorel

WinUAE and AB2  
Tony Rolfe

Re: WinUAE and AB2  
Bernd Roesch

Re: WinUAE and AB2  
Tony Rolfe

Re: WinUAE and AB2  
David McMinn

Zero  
Thilo Köhler

Re: Zero  
Bernd Roesch

Re: Zero  
Thilo Köhler

Re: Zero  
Bernd Roesch

Re: Zero  
Thilo Köhler

Re: Zero  
Bernd Roesch

## 1.3

From: steve@...  
Date: 05-24-02 17:20:59  
Subject:

---

---

## 1.4 AB2 and WinUAE, again

From: Tony Rolfe <edgewater@...>  
Date: 05-23-02 02:38:33  
Subject: AB2 and WinUAE, again

Thanks to David, I've now downloaded and installed AB2.

I created an AmiBlitz2 drawer in my Sys:Blitz2 drawer and now Blitz2 won't work because Blitz2: is pointing in the wrong place. Any chance of having an AmiBlitz2 assign for AB2 so we can run separate versions on the same system.

One other problem is a bit more worrying:

This code on my A2000

```
If Program$ <> ""
  *diskob.DiskObject = GetDiskObject_(&Program$)
  If *diskob                ; did we get the icon
    ret.l = FindToolType_(*diskob\do_ToolTypes,"FILE")
    If ret                    ;
      FileName$ = Peek.s(ret) ; read the string value
    EndIf                    ;
    FreeDiskObject_(*diskob) ; free the icon
  EndIf
EndIf
```

Becomes

```
If Program$ <> ""
  *diskob.DiskObject = FreeDiskObject_(&Program$)
  If *diskob                ; did we get the icon
    ret.l = BumpRevision_(*diskob\do_ToolTypes,"FILE")
    If ret                    ;
      FileName$ = Peek.s(ret) ; read the string value
    EndIf                    ;
    MatchToolValue_(*diskob) ; free the icon
  EndIf
EndIf
```

Any ideas why this may be so?

Thanks

Tony Rolfe  
For Gill & Tony Rolfe  
EDGEWATER MOTEL  
1 Princess Avenue South  
BURRILL LAKE NSW 2539  
Phone: +61 2 4455 2604

---

Fax: +61 2 4454 4095  
http://www.shoalhaven.net.au/edgewater

---

## 1.5 Re: AB2 and WinUAE, again

From: Bernd Roesch <berndroesch1@...>  
Date: 05-23-02 09:22:40  
Subject: Re: AB2 and WinUAE, again

Your deflibs is different to the deflibs in the distribution  
Best is if you don't like to change something copy only amiblitz2 and ped to  
your blitz2: dir  
Nothing is overwritten then. The reddebug you can copy to debug this replace  
the old reddebug.

No you can use AB2 and BB2 together if you wish.  
Check with the included libman (this with listviewshow) if you have  
clashes. AB2 change the loadorder of libloading which cause problems if your  
libs clashes.  
If all work

You can then try to use the acidlibs from the AB2 distribution. This only  
enable optimizer/fpu support  
in AB2.

Now you can save your file with for example myprog.ab2  
Then you can try the distribution deflibs file. Backup your old and copy over  
it  
If your \*.ab2 file loads to slow you can save it as \*.bb2 file

If your

----- Original Message -----

From: "Tony Rolfe" <edgewater@...>  
To: <blitz-list@netsoc.ucd.ie>  
Sent: Thursday, May 23, 2002 3:38 AM  
Subject: AB2 and WinUAE, again

> Thanks to David, I've now downloaded and installed AB2.

>

> I created an AmiBlitz2 drawer in my Sys:Blitz2 drawer and now Blitz2  
> won't work because Blitz2: is pointing in the wrong place. Any  
> chance of having an AmiBlitz2 assign for AB2 so we can run separate  
> versions on the same system.

>

> One other problem is a bit more worrying:

>

---



```
> This code on my A2000
>
> If Program$ <> ""
>   *diskob.DiskObject = GetDiskObject_(&Program$)
>   If *diskob                               ; did we get the icon
>     ret.l = FindToolType_(*diskob\do_ToolTypes,"FILE")
>     If ret                                   ;
>       FileName$ = Peek.s(ret)               ; read the string value
>     EndIf                                   ;
>     FreeDiskObject_(*diskob)               ; free the icon
>   EndIf
> EndIf
>
>
> Becomes
>
> If Program$ <> ""
>   *diskob.DiskObject = FreeDiskObject_(&Program$)
>   If *diskob                               ; did we get the icon
>     ret.l = BumpRevision_(*diskob\do_ToolTypes,"FILE")
>     If ret                                   ;
>       FileName$ = Peek.s(ret)               ; read the string value
>     EndIf                                   ;
>     MatchToolValue_(*diskob)               ; free the icon
>   EndIf
> EndIf
>
> Any ideas why this may be so?
>
> Thanks
>
> Tony Rolfe
> For Gill & Tony Rolfe
> EDGEWATER MOTEL
> 1 Princess Avenue South
> BURRILL LAKE   NSW   2539
> Phone: +61 2 4455 2604
> Fax: +61 2 4454 4095
>   http://www.shoalhaven.net.au/edgewater
>
>
> -----
> To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
> For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie
>
```

---

## 1.6 Re: AB2 and WinUAE, again

From: David McMinn <dave@...>  
Date: 05-23-02 11:31:36  
Subject: Re: AB2 and WinUAE, again

---

> One other problem is a bit more worrying:  
<snip>  
> Any ideas why this may be so?

For some reason the tokens are in a different order when I fdconverted icon. ↵  
library v44.

You might notice some problems with other fdconverted libs too, so you should save ↵  
your  
code as ASCII before using the new deflibs file (or simply don't use the new ↵  
deflibs  
file).

--

```
[ ] /\ \ / ][ [ ]   |\ / | c |\ / | ][ |\ | |\ |   |           ICQ=16827694  
      http://www.david-mcminn.co.uk           |   dave@...  
I am Jeri Ryan of Borg...yes, I'll assimilate you, but not like /that/
```

---

## 1.7 An iddy biddy favour if anyone wouldn't mind.

From: Andrew Bruno <abruno@...>  
Date: 05-23-02 10:31:15  
Subject: An iddy biddy favour if anyone wouldn't mind.

Hi,

Could/would anyone mind writing me a little program (CLI) which you run with  
a paramater (number) and it puts up a small count down timer to zero.

So it would work like this:

```
program 15
```

It would put up a "requestor" with 15 in it, and count down to 0 by one  
every minute.

I guess it is easy, and I would appreciate the code so I can get "back" (?)  
into programming.

The "screen" window is CGX screen aka WorkBench. ;- ) 1024x768

Cya!

--

Sit on my face and tell me that you love me.

Andrew Bruno  
abruno@...

---

## 1.8 Re: An iddy biddy favour if anyone wouldn't mind.

From: David McMinn <dave@...>  
 Date: 05-23-02 12:27:44  
 Subject: Re: An iddy biddy favour if anyone wouldn't mind.

> I guess it is easy, and I would appreciate the code so I can get "back" (?)  
 > into programming.

Well, the attached code works, but it's fairly crappy. Expecially the progress ←  
 indicator.

You'd be better drawing your own one. You could probably use "YAPI" as a start ←  
 point, or maybe even  
 just use that. You can find it on Aminet or the Blitz2000 site if you use the ←  
 search.

--  
 [] /\ \ / ] [ [] | \ / | c | \ / | ] [ | \ | | \ | | | ICQ=16827694  
 http://www.david-mcminn.co.uk | dave@...  
 Tom...you're a dick!  
 - Soap, Lock Stock & 2 Smoking Barrels

## 1.9 Re: Array subscript

From: Bernd Roesch <berndroeschl@...>  
 Date: 05-01-02 08:29:05  
 Subject: Re: Array subscript

Yes i see the array checking code in debug mode is wrong if you use local  
 dims.

It also seem that local dims with more dimension not work

I fix this soon

----- Original Message -----  
 From: "amorel" <amorel@...>  
 To: "BlizList" <blitz-list@netsoc.ucd.ie>  
 Sent: Sunday, April 30, 2000 3:11 AM  
 Subject: Array subscript

> This code:  
 >  
 > loadtitle\$=title\$  
 > Dim tag2.TagItem(14)  
 > tag2(0)\ti\_Tag=#ASLFR\_Screen,\*scr0  
 > tag2(1)\ti\_Tag=#ASLFR\_InitialPattern,&pat\$  
 > tag2(2)\ti\_Tag=#ASLFR\_TitleText,&loadtitle\$  
 > tag2(3)\ti\_Tag=#ASLFR\_InitialFile,&filename\$  
 > tag2(4)\ti\_Tag=#ASLFR\_InitialDrawer,&pathname\$  
 > tag2(5)\ti\_Tag=#ASLFR\_InitialLeftEdge,savexy\leftedge  
 > tag2(6)\ti\_Tag=#ASLFR\_InitialTopEdge,savexy\topedge

```
> tag2(7)\ti_Tag=#ASLFR_InitialWidth,savexy\width
> tag2(8)\ti_Tag=#ASLFR_InitialHeight,savexy\height
> tag2(9)\ti_Tag=#ASLFR_DoSaveMode,save.b
> tag2(10)\ti_Tag=#ASLFR_DrawersOnly,drawer.b
> tag2(11)\ti_Tag=#ASLFR_DoPatterns,NTrue
> tag2(12)\ti_Tag=#ASLFR_SleepWindow,NTrue
> tag2(13)\ti_Tag=#TAG_END,0
>
> *loadfilereq=AllocAslRequest_(#ASL_FileRequest,&tag2(0))
>
> Gives an "Array subscript out of range" error at the AllocAslRequest_ in
> AB2.26, it didn't do this in earlier versions.
>
> It doesnt matter if you use tag2(0) or &tag2(0). I normally don't use the
"&"
> in front of a tag array, but this code was partially copied from
statfuncs.
>
> Regards
>
> --
> Sweetness I was only joking when I said I'd like to smash every
tooth in your head ... www.xs4all.nl/~amorel/amoralplayer.html
> Music: www.mp3.com/vopak and www.xs4all.nl/~amorel/amusic.html
>
> -----* Aseq, a new midi/audio sequencer http://www.aseq.de *-----
> -----* ( QNX, Linux and Dos versions planned ) *-----
>
>
> -----
> To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
> For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie
>
```

---

## 1.10 Debug

```
From: Peter Thor <pettho-0@...>
Date: 05-20-02 02:51:09
Subject: Debug
```

Hey,

has the option "Create Debug Info for Executable Files" any valuable meaning to, programs created to take advantage of that option?

As with for example SAS/C you can use debug-option with Enforcer to look up where in a source your program fails.

//Thor

---

--

Peter Thor  
ICQ: 11277616, IRC: Joru

---

## 1.11 Re: Debug

From: Bernd Roesch <berndroeschl@...>  
Date: 05-20-02 09:14:26  
Subject: Re: Debug

The debuginfo can read from every assembler debugger barfly OMA debugger  
testet  
The debug option of enforcer also should work and show labels(not testet)

----- Original Message -----

From: "Peter Thor" <pettho-0@...>  
To: <blitz-list@netsoc.ucd.ie>  
Sent: Monday, May 20, 2002 3:51 AM  
Subject: Debug

> Hey,  
>  
> has the option "Create Debug Info for Executable Files" any valuable  
> meaning to, programs created to take advantage of that option?  
>  
> As with for example SAS/C you can use debug-option with Enforcer to  
> look up where in a source your program fails.  
>  
> //Thor  
> --  
> Peter Thor  
> ICQ: 11277616, IRC: Joru  
>  
>  
> -----  
> To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie  
> For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie  
>

---

## 1.12 Re: Debug

From: Peter Thor <pettho-0@...>  
Date: 05-21-02 23:34:47  
Subject: Re: Debug

---

The 20-Maj-02, Bernd Roesch wrote:

```
> The debuginfo can read from every assembler debugger barfly OMA debugger
> testet
```

Well, I would like Barfly to show for example all the hunks and the sourcecode etc of the blitz-source like when you use barfly with for example a sas/c sourcecode in order to easily know where the enforcer-hit happened. However this doesn't seem to be supported by the blitz-debug-info-output. Tell me if I am wrong. The labels are shown correctly but I miss the other just mentioned issues.

Btw, on my RTG-system I cannot see the symbols with barfly, but with my AGA machine I can. The GUI seems a bit corrupt under my RTG-system in general - just a note.

```
> The debug option of enforcer also should work and show labels(not testet)
```

Enforcer will show you at what hunk and what offset the enforcer-hit occurs, however the problem still stands that I cannot see the source for easier usage.

```
//Thor
;--
Peter Thor
ICQ: 11277616, IRC: Joru
#AmiBlitz Undernet
```

---

## 1.13 Re: Debug

From: David McMinn <dave@...>  
Date: 05-21-02 23:56:57  
Subject: Re: Debug

```
> > The debuginfo can read from every assembler debugger barfly OMA debugger
> > testet
>
> Well, I would like Barfly to show for example all the hunks and the
> sourcecode etc of the blitz-source like when you use barfly with for
> example a sas/c sourcecode in order to easily know where the enforcer-hit
> happened.
> However this doesn't seem to be supported by the blitz-debug-info-output.
> Tell me if I am wrong. The labels are shown correctly but I miss the other
> just mentioned issues.
```

I think you are right. I tried to do this years ago (was actually trying to use FindHit with my Blitz code) and didn't get anywhere, and Bernd has never mentioned full source code in the debug hunks,

```
> Btw, on my RTG-system I cannot see the symbols with barfly, but with my AGA
```

---



----- Original Message -----  
From: "Peter Thor" <pettho-0@...>  
To: <blitz-list@netsoc.ucd.ie>  
Sent: Wednesday, May 22, 2002 12:34 AM  
Subject: Re: Debug

> The 20-Maj-02, Bernd Roesch wrote:  
>  
> > The debuginfo can read from every assembler debugger barfly OMA  
debugger  
> > testet  
>  
> Well, I would like Barfly to show for example all the hunks and the  
> sourcecode etc of the blitz-source like when you use barfly with for  
example  
> a sas/c sourcecode in order to easily know where the enforcer-hit  
happened.  
> However this doesn't seem to be supported by the blitz-debug-info-output.  
> Tell me if I am wrong. The labels are shown correctly but I miss the other  
> just mentioned issues.

The adddebuginfo can add only labels from the source.

>  
> Btw, on my RTG-system I cannot see the symbols with barfly, but with my  
AGA  
> machine I can. The GUI seems a bit corrupt under my RTG-system in  
general -  
> just a note.  
>  
> > The debug option of enforcer also should work and show labels(not  
testet)  
>  
> Enforcer will show you at what hunk and what offset the enforcer-hit  
> occurs, however the problem still stands that I cannot see the source for  
> easier usage.  
>

adding sourceline i like but i dont know if (and how)the metacomco standard  
hunk  
format support this.The format is released where no sourcelevel debuggers  
out.  
If i know this its easy to do it

The old way use the ped contents(Thats the reason wy only  
save/navigate is allowed in ped while debugging) the debugger work  
independent since 2.51/2.25 when i found a way to add sourcelines in the  
binary

> //Thor  
> ;--  
> Peter Thor  
> ICQ: 11277616, IRC: Joru  
> #AmiBlitz Undernet  
>

---





http://www.david-mcminn.co.uk | dave@...  
Don't worry, it only seems kinky the first time.

---

## 1.17 Enforcer hit

From: Peter Thor <pettho-0@...>  
Date: 05-21-02 23:54:04  
Subject: Enforcer hit

Hey,  
the included source is getting an enforcer-hit however I cannot see  
the problem.

The point where it gets a hit is in the statement SetupScreenMode() on row  
547:

```
*sreq = AllocAslRequest_(#ASL_ScreenModeRequest, &SMRtags(0))
```

If anyone could help me with this I'd appreciate it very much.  
The source is part of the archive

aminet/dev/basic/JMildred\_ScrMd.lha

so you would want to download that one first if you want to try and help me.  
You can also e-mail me and I will send you the files directly as I do not  
want to send a big 130Kb archive to the list.

```
//Thor  
--
```

```
Peter Thor  
ICQ: 11277616, IRC: Joru  
#AmiBlitz on Undernet
```

There should be a file mail\_14/jmildred.lha included with this guide.

## 1.18 Re: Enforcer hit

From: David McMinn <dave@...>  
Date: 05-22-02 00:37:47  
Subject: Re: Enforcer hit

```
> the included source is getting an enforcer-hit however I cannot see  
> the problem.  
>  
> The point where it gets a hit is in the statement SetupScreenMode() on row  
> 547:  
>  
> *sreq = AllocAslRequest_(#ASL_ScreenModeRequest, &SMRtags(0))
```

I tried it, but only occasionally got an enforcer hit, and never at that place.

---

Also it seemed quite random whether the hit would appear when it was run from the editor ←  
with/without the debugger or when run as an exe.

```
--  
[] /\ \/ ] [ []  |\| c |\| ] [ |\| |\|  |          ICQ=16827694  
    http://www.david-mcminn.co.uk      |   dave@...  
In a world without fences and borders, who needs windows and gates?
```

---

## 1.19 Re: Enforcer hit

From: Peter Thor <pettho-0@...>  
Date: 05-22-02 02:07:12  
Subject: Re: Enforcer hit

The 22-Maj-02, David McMinn wrote:

> I tried it, but only occasionally got an enforcer hit, and never at that  
> place.

I experienced occasional hits as well yesterday, however today I started getting the hit more and more often just to find out it didnt hit at all for long periods. It seems to matter when I run it, if I have for example opened a lot of different programs and fiddled around it seems not to hit.

You never got the hit at that location so where did you get it? What system did ←  
you try it on?

> Also it seemed quite random whether the hit would appear when it was run  
> from the editor with/without the debugger or when run as an exe.

Yea, it is very weird indeed. Most annoying to say the least. I've tried all kinds of things, moving it out from the statement, rearranging and shite but it is very wicked.

//Thor

```
--  
Peter Thor  
ICQ: 11277616, IRC: Joru  
#AmiBlitz on Undernet
```

---

## 1.20 Re: Enforcer hit

From: David McMinn <dave@...>  
Date: 05-22-02 01:42:11  
Subject: Re: Enforcer hit

---

Hi Peter,

> > I tried it, but only occasionally got an enforcer hit, and never at that  
> > place.

>

> I experienced occasional hits as well yesterday, however today I started  
> getting the hit more and more often just to find out it didnt hit at all  
> for long periods. It seems to matter when I run it, if I have for example  
> opened a lot of different programs and fiddled around it seems not to hit.

Always the most fun kinds of hits to find ;)

> You never got the hit at that location so where did you get it? What system  
> did you try it on?

I don't know exactly where. Whenever I single-stepped through the program I never got the hit. I tried putting in some nprint statements and running from an exe but did not get the hit often (and not in places I had a suitably placed nprint). And when I ran it with the debugger, the hit was hidden away in the REDDebugger nastiness :)

I guess I could try again, I'm sitting waiting for my site to be link checked ATM.

My system is A1260, 64Mb, Mediator/Voodoo3, P96. I had selected a 320x240 screenmode.

I was also using AmiBlitz.

--

[ ] /\ \ / ] [ ( ) | \ / | c | \ / | ] [ \ | | \ | | | ICQ=16827694  
http://www.david-mcminn.co.uk | dave@...  
There's too much blood in my alcohol system.

---

## 1.21 Re: Enforcer hit

From: Bernd Roesch <berndroeschl@...>  
Date: 05-24-02 08:44:57  
Subject: Re: Enforcer hit

Other Users:

Please run the included program and tell if you too get a value of 0 here.  
If other users have this problem then this is a CGX Bug if not a install  
problem

The mildred Source i dont know maybe someone is out here who know this

Read also below message and answers

----- Original Message -----

From: "Peter Thor" <pettho-0@...>  
To: "Bernd Roesch" <berndroeschl@...>  
Sent: Friday, May 24, 2002 2:30 AM  
Subject: Re: Enforcer hit

---

```
> Hello Bernd!
>
> > Check the content at gfxbase+$17c with debugger.0 is illegal.
>
> The value at graphicsbase + $17C is 0 yes. The call MOVE $28(A0) I
> assume is supposed to move the vaue of beamcon0 from the MonitorSpec
> structure.
>
> > Install a monitor maybe this help.
>
```

\$17c contain always a value when you boot your amiga.  
something seem wrong with your install

Try adding a monitor file (pal/ntsc Monitor)to devs/monitors

Other Users:

Please run the included program and tell if you too get a value of 0 here.  
If other users have this problem then this is a CGX Bug.  
The mildred Source i dont know maybe someone is out here who know this

This is the place

```
MOVE    D0,$10535C10 ;10535C10
LEA     $10535C1E(PC),A1 ;1053
JSR     -$198(A6)                ;open graphicsbase with
oldopenlibrary
MOVE.L  D0,$10535C30 ;10535C30
MOVEA.L D0,A0
BTST   #0,$CF(A0)
SEQ    D0
AND    #$20,D0
MOVE   D0,$10535C14 ;10535C14
MOVE   D0,$10535C12 ;10535C12
MOVE   $10535C10(PC),D0 ;1053
BEQ    $10535EF2 ;10535EF2
MOVEA.L $17C(A0),A0                ;currentmonitor is 0 so
MOVE   $28(A0),$10535C12 ;105      $28(a0) read from $28
LEA    $10535C34(PC),A1 ;1053
```

```
> You mean I should use a call to OpenMonitor() to see if this helps?
>
> > This code seem in mildred and is as far as i see ok because monitor
> > should never be 0
>
> Do you mean that the error comes from Mildred? I cannot see a call in
Mildred
> where it opens graphics.library - or am I wrong?
>
> //Thor
> --
> Peter Thor
> ICQ: 11277616, IRC: Joru
```

> #AmiBlitz on Undernet  
>

There should be a file mail\_18/test included with this guide.

## 1.22 Re: Enforcer hit

From: Thilo Köhler <koehlerthilo@...>  
Date: 05-24-02 11:19:07  
Subject: Re: Enforcer hit

Hello Bernd

This program does not run on Amithlon.  
It says it is no executable, but the deficon  
is a tool.

Ciao,

Thilo

---

## 1.23 Re: Enforcer hit

From: David McMinn <dave@...>  
Date: 05-24-02 12:06:20  
Subject: Re: Enforcer hit

On 24 May 2002 at 9:44, Bernd Roesch wrote:

> Other Users:

> Please run the included program and tell if you too get a value of 0 here. If

It does not do anything here. I run it by typing "test" in a CLI.

--

[) /\ \ / ] [ ( ) | \ / | c | \ / | ] [ \ | \ | | ICQ=16827694  
http://www.david-mcminn.co.uk | dave@...  
Move aloud, nothing to hear, see?

---

## 1.24 Re: Enforcer hit

From: David McMinn <dave@...>  
Date: 05-24-02 13:54:42  
Subject: Re: Enforcer hit

---

On 24 May 2002 at 11:19, Thilo Köhler wrote:

```
> This program does not run on Amithlon.  
> It says it is no executable, but the deficon  
> is a tool.
```

You need to do a "protect +e" before you run it (I only thought about this after I sent my previous message).

Bernd: the output from the program on my system  
(Blizzard 1260, P96, Voodoo3, OS3.5 BB2a) is

68264E70

And I am not getting the Enforcer hit with Peter's  
Mildred code (I have v1.51 here I think).

--

```
[ ] /\ \/ ][ [ ]  |\/| c |\/| ][ |\/| |\/|  |  
ICQ=16827694
```

```
http://www.david-mcminn.co.uk  |
```

dave@...

There are very few personal problems that cannot be  
solved  
through a suitable application of high explosives.

---

## 1.25 Re: Enforcer hit

From: Thilo Köhler <koehlerthilo@...>  
Date: 05-24-02 16:13:00  
Subject: Re: Enforcer hit

Hello Bernd

Output on Amithlon is: 034CF678,  
but it freezes Amithlon after this output.  
(Mouse is movable, but I can not start programs  
and running programs dont react anymore)

Ciao,

Thilo

---

## 1.26 Re: Enforcer hit

---

From: Bernd Roesch <berndroeschl@...>  
Date: 05-24-02 15:33:46  
Subject: Re: Enforcer hit

The program do this

```
wbstartup  
nprint peek.l(graphicsbase+$27c)  
mousewait
```

----- Original Message -----

From: "Thilo Köhler" <koehlerthilo@...>  
To: <blitz-list@netsoc.ucd.ie>  
Sent: Friday, May 24, 2002 5:13 PM  
Subject: Re: Enforcer hit

```
> Hello Bernd  
>  
> Output on Amithlon is: 034CF678,  
> but it freezes Amithlon after this output.  
> (Mouse is movable, but I can not start programs  
> and running programs dont react anymore)  
>  
> Ciao,  
>  
> Thilo  
>  
>  
> -----  
> To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie  
> For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie  
>
```

---

## 1.27 Re: Enforcer hit

From: Bernd Roesch <berndroeschl@...>  
Date: 05-24-02 15:42:19  
Subject: Re: Enforcer hit

Icon ?  
I have only send one file called test.  
Oh i know it is send as test.info by the used Outlook.Please rename it to  
test and start from cli

BTW You have recieved this mail but i have not get the response from the  
blitzlist

BTW2: David seem interesting what fps your V3 system get with the new  
blits.ab2

---



Try also increase balls until frame drops below 25 fps at  
640\*480\*16  
----- Original Message -----  
From: "David McMinn" <dave@...>  
To: <blitz-list@netsoc.ucd.ie>  
Sent: Friday, May 24, 2002 2:54 PM  
Subject: Re: Enforcer hit

On 24 May 2002 at 11:19, Thilo Köhler wrote:

> This program does not run on Amithlon.  
> It says it is no executable, but the deficon  
> is a tool.

You need to do a "protect +e" before you run it (I only  
thought about this after I sent my previous message).

Bernd: the output from the program on my system  
(Blizzard 1260, P96, Voodoo3, OS3.5 BB2a) is

68264E70

And I am not getting the Enforcer hit with Peter's  
Mildred code (I have v1.51 here I think).

--

[ ] /\ \ / ][ [ ] | \ / | c | \ / | ][ [ \ | | \ | | |  
ICQ=16827694  
<http://www.david-mcminn.co.uk> |  
dave@...

There are very few personal problems that cannot be  
solved  
through a suitable application of high explosives.

---

## 1.28 Re: Enforcer hit

From: MadGun68 <madgun68@...>  
Date: 05-24-02 18:17:22  
Subject: Re: Enforcer hit

Hello Bernd,

On 24-May-02, you wrote:

> Other Users:  
> Please run the included program and tell if you too get a value of 0 here.  
> If other users have this problem then this is a CGX Bug if not a install  
> problem  
> The mildred Source i dont know maybe someone is out here who know this  
>  
> Read also below message and answers



is not set on the program. It was definately the executable you sent, and it was ←  
called  
"test" :)

> BTW You have recieved this mail but i have not get the response from the  
> blitzlist

Strange, although the list has seemed a little slow in the last couple of days.

> BTW2: David seem interesting what fps your V3 system get with the new  
> blits.ab2

I'll check it out later and let you know.

--

[ ] /\ \/ ] [ ( ) | \ / | c | \ / | ] [ | \ | | \ | | | ICQ=16827694  
http://www.david-mcminn.co.uk | dave@...  
Specifications are for the weak and timid! - Klingon C++

---

### 1.31 Re: Enforcer hit

From: Peter Thor <pettho-0@...>  
Date: 05-25-02 03:20:58  
Subject: Re: Enforcer hit

The 24-Maj-02, Bernd Roesch wrote:

> Other Users:  
> Please run the included program and tell if you too get a value of 0 here.  
> If other users have this problem then this is a CGX Bug if not a install  
> problem

I get 0 in return. There seems to be something wrong on my end, may it be  
CGX or something else. I'm gonna investigate further.

//Thor

--

Peter Thor  
ICQ: 11277616, IRC: Joru  
#AmiBlitz on Undernet

---

### 1.32 Re: Enforcer hit

From: Peter Thor <pettho-0@...>  
Date: 05-30-02 01:27:54  
Subject: Re: Enforcer hit

---

The 24-Maj-02, Bernd Roesch wrote:

> Please run the included program and tell if you too get a value of 0 here.  
> If other users have this problem then this is a CGX Bug if not a install  
> problem

Could you guys try this source and check if you get weird results?  
The 2 first values should be the same as the 2 last - if not then something  
is wrong.

> The mildred Source i dont know maybe someone is out here who know this

It doesnt open the library at all.

//Thor

--

Peter Thor  
ICQ: 11277616, IRC: Joru  
#AmiBlitz on Undernet

There should be a file mail\_29/graphicsbase.asc included with this guide.

### 1.33 Re: Enforcer hit

From: Bernd Roesch <berndroesch1@...>  
Date: 05-30-02 09:42:19  
Subject: Re: Enforcer hit

----- Original Message -----

From: "Peter Thor" <pettho-0@...>  
To: <blitz-list@netsoc.ucd.ie>  
Sent: Thursday, May 30, 2002 2:27 AM  
Subject: Re: Enforcer hit

> The 24-Maj-02, Bernd Roesch wrote:

>

> > Please run the included program and tell if you too get a value of 0  
> here.

> > If other users have this problem then this is a CGX Bug if not a install  
> > problem

>

> Could you guys try this source and check if you get weird results?

> The 2 first values should be the same as the 2 last - if not then  
something

> is wrong.

All work as expectet 1. Value and 3. Value is same (gfxbase) and 2 and 4.  
value is same (monitor)

>

> > The mildred Source i dont know maybe someone is out here who know this

>

> It doesnt open the library at all.

>  
> //Thor  
> --  
> Peter Thor  
> ICQ: 11277616, IRC: Joru  
> #AmiBlitz on Undernet  
>

-----  
-----  
> -----  
> To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie  
> For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie  
-----

### 1.34 Re: EsseEmmeEra little question

From: Nick Clover <bauk@...>  
Date: 05-31-02 01:39:17  
Subject: Re: EsseEmmeEra little question

Greetings David,

On 30/05/2002, you wrote:

>> original printed paper manual and it is not very clever about it. I have  
>> another question for you: where is written always on the paper manual  
>> that  $A+1$  is equal to  $A=A+1$ ?

> I guess it depends on which manual you have. I have the small white  
> ringbound manual, which includes the "User Guide" and "Reference Manual"  
> (they were also available as two separate books).

> It should be before page 26 of the user guide (it is explaining UsePath).  
> In the example, it uses the line

IIRC it was in the large and very heavy A4 manual that came with earlier  
versions, I can't check as I'm moving soon and the manual has been packed :(

Regards

--

<sb>

<sb>Nick Clover - <http://bauk.webhop.org>

<sb>

A4000/060/50, 128Mb, PicassoIV, Paloma, CTX 15" LCD Monitor  
IDE: Fujitsu 10.1 & Seagate 13.8 Gb HD's, Ricoh 8x8x32 CDrw, 52xCDRom, LS120  
SCSI: Fujitsu 18Gb HD, 2x Baracuda 4Gb, Sony CDU625-S CD.  
Zorro: MultiFace III, X-Surf & Silver Surfer

---

Brother HL1250 Laser, HP890c Inkjet, Generic V90 Modem, Epson GT-5000  
USB Mouse & Keyboard :)  
<sb>

---

### 1.35 Re: EsseEmmeEra little question

From: Nick Clover <bauk@...>  
Date: 05-31-02 13:29:29  
Subject: Re: EsseEmmeEra little question

Greetings Stefano,

On 31/05/2002, you wrote:

> I want to negate one number, putting the result into the same or into  
> another variable; I always use A=NOT B, but seen that on the manual is  
> written that there is a specified operator for this, I want to try it; I  
> suspect that typing A= - B gives error, I will try.

Why not just use something simple like A=0-B ?

Regards

--

<sb>

<sb>Nick Clover - <http://bauk.webhop.org>

<sb>

A4000/060/50, 128Mb, PicassoIV, Paloma, CTX 15" LCD Monitor  
IDE: Fujitsu 10.1 & Seagate 13.8 Gb HD's, Ricoh 8x8x32 CDrw, 52xCDRom, LS120  
SCSI: Fujitsu 18Gb HD, 2x Baracuda 4Gb, Sony CDU625-S CD.  
Zorro: MultiFace III, X-Surf & Silver Surfer  
Brother HL1250 Laser, HP890c Inkjet, Generic V90 Modem, Epson GT-5000  
USB Mouse & Keyboard :)  
<sb>

---

### 1.36 EsseEmmeErre: a little question

From: Stefano Maria Regattin <stefano.regattin@...>  
Date: 05-30-02 18:29:23  
Subject: EsseEmmeErre: a little question

Date: Thursday, 30th MAy 2002

Hi Blitz and AmyBlitz users!

I have a question for you:

What is the equal sign for the NOT operation got from two numbers, - (minus)  
or \_(underscore)?

I am interested of the answer; I have the original printed paper manual and

---

it is not very clever about it.  
 I have another question for you: where is written always on the paper manual that  $A+1$  is equal to  $A=A+1$ ?  
 Thanks a lot and happy programming!

Ciao da  
 Stefano Maria Regattin  
 EsseErre Software Solutions  
<http://utenti.tripod.it/esseemmeerre/>  
 pearl\_harbor@...

### 1.37 Re: EsseEmmeErre: a little question

From: David McMinn <dave@...>  
 Date: 05-30-02 23:37:06  
 Subject: Re: EsseEmmeErre: a little question

On 30 May 2002 at 19:29, Stefano Maria Regattin wrote:

> What is the equal sign for the NOT operation got from two numbers, -  
 > (minus) or \_(underscore)? I am interested of the answer; I have the

Well I would say th eminus, because the underscore is not an operator in Blitz.  
 But I do not understand what operation you are trying to do.

> original printed paper manual and it is not very clever about it. I have  
 > another question for you: where is written always on the paper manual that  
 >  $A+1$  is equal to  $A=A+1$ ?

I guess it depends on which manual you have. I have the small white ringbound manual, which includes the "User Guide" and "Reference Manual" (they were also available as two separate books).

It should be before page 26 of the user guide (it is explaining UsePath). In the example, it uses the line

```
\x+10
```

But I have looked and cannot find anywhere that explains that is equal to

```
\x=\x+10
```

--

[ ] / \ \ ] [ ( ) | \ / | c | \ / | ] [ | \ | | \ | | | ICQ=16827694  
<http://www.david-mcminn.co.uk> | dave@...  
 God loves stupid people. That's why he made so many.

### 1.38 Re: EsseEmmeErre: a little question

From: Stefano Maria Regattin <stefano.regattin@...>  
Date: 05-31-02 07:40:01  
Subject: Re: EsseEmmeErre: a little question

Date: Friday, 31th MAY 2002

Subject: Re: EsseEmmeErre: a little question  
> What is the equal sign for the NOT operation got from two numbers, -  
> (minus) or \_(underscore)? I am interested of the answer; I have the

David:

Well I would say th e minus, because the underscore is not an operator in Blitz.

But I do not understand what operation you are trying to do.

I want to negate one number, putting the result into the same or into another variable; I always use  $A=NOT B$ , but seen that on the manual is written that there is a specified operator for this, I want to try it; I suspect that typing  $A= - B$  gives error, I will try.  
> original printed paper manual and it is not very clever about it. I have  
> another question for you: where is written always on the paper manual that  
>  $A+1$  is equal to  $A=A+1$ ?

I guess it depends on which manual you have. I have the small white ringbound manual, which includes the "User Guide" and "Reference Manual" (they were also available as two separate books).

It should be before page 26 of the user guide (it is explaining UsePath). In the example, it uses the line

```
\x+10
```

But I have looked and cannot find anywhere that explains that is equal to

```
\x=\x+10
```

I have tried ther short form not only for addition; I have found that is works fine with subtraction, multiply, division and, incredible, string addition; so the following must work:

```
A=A+1 -> A+1
```

```
A=A-1 ->A-1
```

```
A=A*2 -> A*2
```

```
A=A/2 -> A/2
```

```
A$=A$+B$ -> A$+B$
```

But now there is a question: if I want to use the short form with the above mentioned negate operator, it should be:

```
A=A - B
```

How Blitz or AmiBlitz will recognize this, as a negation or as a subtraction?

I suspect that I will be treathed as a subtraction.

Thanks David for the reply and many greeting to all from Milan, Italy!

Ciao da



Stefano Maria Regattin  
 EsseErre Software Solutions  
<http://utenti.tripod.it/esseemmeerre/>  
 pearl\_harbor@...  
 ICQ#: 113412377  
 --  
 [ ) /\ \ / ] [ ( ) | \ / | c | \ / | ] [ | \ | | \ | | ICQ=16827694  
<http://www.david-mcminn.co.uk> | dave@...  
 God loves stupid people. That's why he made so many.

-----  
 To unsubscribe, e-mail: [blitz-list-unsubscribe@netsoc.ucd.ie](mailto:blitz-list-unsubscribe@netsoc.ucd.ie)  
 For additional commands, e-mail: [blitz-list-help@netsoc.ucd.ie](mailto:blitz-list-help@netsoc.ucd.ie)

### 1.39 Re: EsseEmmeErre: a little question

From: David McMinn <dave@...>  
 Date: 05-31-02 13:28:08  
 Subject: Re: EsseEmmeErre: a little question

On 31 May 2002 at 8:40, Stefano Maria Regattin wrote:

> I want to negate one number, putting the result into the same or into  
 > another variable; I always use A=NOT B, but seen that on the manual is  
 > written that there is a specified operator for this, I want to try it; I  
 > suspect that typing A= - B gives error, I will try.

A=-B works perfectly well.

You cannot use A=NOT B to make a negative version of the number, since it gives ←  
 the wrong result.

```
B=2
A=NOT B
NPrint A ; Prints -3
A=-B
NPrint A ; Prints -2
Clickmouse
End
```

> But now there is a question: if I want to use the short form with the above  
 > mentioned negate operator, it should be: A=A - B How Blitz or AmiBlitz will  
 > recognize this, as a negation or as a subtraction? I suspect that I will be  
 > treathed as a subtraction. Thanks David for the reply and many greeting to

There is no short form for making a number negative, unless you can do

-B

But I have never tried it and I doubt it would work. (Remember, with the short ←  
 form, the result  
 always gets stored into the same variable.)

--

[ ] /\ \ / ] [ [ ] \ / | c \ / | ] [ \ | \ | | ICQ=16827694  
 http://www.david-mcminn.co.uk | dave@...  
 http://www.brunching.com/

---

## 1.40 Re: EsseEmmeErre: a little question

From: Bernd Roesch <berndroesch1@...>  
 Date: 05-31-02 14:39:55  
 Subject: Re: EsseEmmeErre: a little question

> But I have never tried it and I doubt it would work. (Remember, with the  
 short form, the result  
 > always gets stored into the same variable.)

-b not work

short form of neg not exist

a=-b make neg

a-b make a=a-b

BTW: Stefano please dont send html mails with pictures/colored backgrounds  
 etcBest  
 is disable html for the blitzlist Getting your two mails take me 20sec  
 (40kb size).I see no need for a background picture

----- Original Message -----

From: "David McMinn" <dave@...>  
 To: <blitz-list@netsoc.ucd.ie>  
 Sent: Friday, May 31, 2002 2:28 PM  
 Subject: Re: EsseEmmeErre: a little question

> On 31 May 2002 at 8:40, Stefano Maria Regattin wrote:

>  
 > > I want to negate one number, putting the result into the same or into  
 > > another variable; I always use A=NOT B, but seen that on the manual is  
 > > written that there is a specified operator for this, I want to try it; I  
 > > suspect that typing A= - B gives error, I will try.

>  
 > A=-B works perfectly well.

>  
 > You cannot use A=NOT B to make a negative version of the number, since it  
 gives the wrong result.

>  
 > B=2  
 > A=NOT B  
 > NPrint A ; Prints -3  
 > A=-B  
 > NPrint A ; Prints -2  
 > Clickmouse

---

```

> End
>
>
> > But now there is a question: if I want to use the short form with the
above
> > mentioned negate operator, it should be: A=A - B How Blitz or AmiBlitz
will
> > recognize this, as a negation or as a subtraction? I suspect that I will
be
> > treathed as a subtraction. Thanks David for the reply and many greeting
to
>
> There is no short form for making a number negative, unless you can do
>
>     -B
>
> --
> [ ] /\ \/ ][ [ ]  |\| c |\| ][ |\| |\|  |           ICQ=16827694
>     http://www.david-mcminn.co.uk      |   dave@...
> http://www.brunching.com/
>
> -----
> To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
> For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie
>

```

## 1.41 Re: EsseEmmeErre: a little question

```

From: Stefano Maria Regattin <stefano.regattin@...>
Date: 05-31-02 18:16:33
Subject: Re: EsseEmmeErre: a little question

```

Date: Friday, 31th MAy 2002

Hi everybody!

I have been misunderstood: the negation of a number is not a true negative number; so A=NOT B gives the correct result; infact, the negation is the operation that turn to zero all the bits of the given datum that are 1 and turn to 1 all the bits that are zeroes: examine the bits of the original value and compare with the result.

For example if B retains 2, that is %00000010 binary, and you execute the operation A=NOT B, you will get A as -3, that is %11111101 binary.

This is the reason why typing A=NOT True put False into A, seen that True binary is %11111111, and False is %00000000, that is zero.

I hope that now all is clear: I want to know if the minus sign can be used for the NOT (negation) operation; if you are interested, I let you know that the simplest way to negate a number is to change it to negative if positive and to positive if negative and at end subtract 1.

Ciao da  
Stefano Maria Regattin

EsseErre Software Solutions  
<http://utenti.tripod.it/esseemmeerre/>  
 pearl\_harbor@...  
 ICQ#: 113412377  
 -----Original Message-----

From: blitz-list@netsoc.ucd.ie  
 Date: venerdì 31 maggio 2002 14.28.14  
 To: blitz-list@netsoc.ucd.ie  
 Subject: Re: EsseEmmeErre: a little question

On 31 May 2002 at 8:40, Stefano Maria Regattin wrote:

> I want to negate one number, putting the result into the same or into  
 > another variable; I always use A=NOT B, but seen that on the manual is  
 > written that there is a specified operator for this, I want to try it; I  
 > suspect that typing A= - B gives error, I will try.

A=-B works perfectly well.

You cannot use A=NOT B to make a negative version of the number, since it  
 gives the wrong result.

```
B=2
A=NOT B
NPrint A ; Prints -3
A=-B
NPrint A ; Prints -2
Clickmouse
End
```

> But now there is a question: if I want to use the short form with the  
 > above mentioned negate operator, it should be: A=A - B How Blitz or AmiBlitz  
 > will recognize this, as a negation or as a subtraction? I suspect that I will  
 > be treated as a subtraction. Thanks David for the reply and many greeting to

There is no short form for making a number negative, unless you can do

-B

But I have never tried it and I doubt it would work. (Remember, with the  
 short form, the result  
 always gets stored into the same variable.)

--  
 [ ) / \ \ / ] [ ( ) | \ / | c | \ / | ] [ | \ | | \ | | ICQ=16827694  
<http://www.david-mcminn.co.uk> | dave@...

## 1.42 Re: EsseEmmeErre: a little question

From: David McMinn <dave@...>  
 Date: 05-31-02 21:18:01  
 Subject: Re: EsseEmmeErre: a little question

> I want to know if the minus sign can be used  
 > for the NOT (negation) operation

You quoted this, and it answers your question.

```
> A=NOT B
> NPrint A ; Prints -3
> A=-B
> NPrint A ; Prints -2
```

And that answer is no.

```
--
[] /\ \/ ] [ [] | \ / | c | \ / | ] [ | \ | | \ | | | ICQ=16827694
      http://www.david-mcminn.co.uk | dave@...
Desperation. Anagram: A Rope Ends It
```

## 1.43 first help

From: Bílek Martin <sPOOKy.LN@...>  
 Date: 05-24-02 17:21:30  
 Subject: first help

hi i am a new in blitz list and i bad englishmen (sorry)  
 i programing in blitz one month ;- ) and i have a first problem.

when i programming under MUI and i open custom screen like SCREENTAGS  
 0, #LikeWorkbench, 1  
 Mui window is still opening on dopus screen ( i used dopus as workbench  
 replacement) and not on my defined screen.  
 Why ?

when i use gui window. like normal command 'window' all is ok. what i am  
 doing wrong ?  
 sorry for my beginners questions ;- ) i have no manual.

2: i want buy a Amithlon for my duron750 and gforce2 gfx. is some problems  
 with running amithlon on it ? and running blitz under amithlon ?

--

\*\*\*\*\*

\* sPOOKy.LN@...

\* E/Box PPC 603e/210 + 040/33

\* 128 mb + 10 gb hdd + cdrw Teac

\* 4xEIDE + BVisionPPC + M1438S

```
*****
*
*
*****
*
*****
```

---

## 1.44 Re: first help

From: David McMinn <dave@...>  
 Date: 05-24-02 18:33:24  
 Subject: Re: first help

Hi,

> when i programming under MUI and i open custom screen like SCREENTAGS  
 > 0,#LikeWorkbench,1 Mui window is still opening on dopus screen ( i used  
 > dopus as workbench replacement) and not on my defined screen. Why ?

I think the MUI library uses a different way to set the screen you need to use. ↔  
 But I do not  
 know exactly what you need to do as I do not program using MUI.

Check the MUI library help file, and if it is not the AmiBlitz setup, you can find ↔  
 it on Aminet  
 or the Blitz 2000 site (<http://www.blitz-2000.co.uk>).

--  
 {} /\ \\/ ][ {} | \\/| c \\/| ][ \\\| \\\| | ICQ=16827694  
 http://www.david-mcminn.co.uk | dave@...  
 Dormitory. Anagram: Dirty Room

---

## 1.45 Re: first help

From: Bernd Roesch <berndroesch1@...>  
 Date: 05-25-02 07:57:44  
 Subject: Re: first help

----- Original Message -----  
 From: "Bilek Martin" <sPOOKy.LN@...>  
 To: <blitz-list@netsoc.ucd.ie>  
 Sent: Friday, May 24, 2002 6:21 PM  
 Subject: first help

> hi i am a new in blitz list and i bad englishmen (sorry)

---

```
> i programing in blitz one month ;- ) and i have a first problem.
>
> when i programming under MUI and i open custom screen like      SCREENTAGS
> 0,#LikeWorkbench,1
> Mui window is still opening on dopus screen ( i used dopus as workbench
> replacement) and not on my defined screen.
> Why ?
>
>
> when i use gui window. like normal command 'window' all is ok. what i am
> doing wrong ?
> sorry for my beginners questions ;- ) i have no manual.
>
> 2: i want buy a Amithlon for my duron750 and gforce2 gfx. is some problems
> with running amithlon on it ? and running blitz under amithlon ?
>
>
```

Yes amiblitz and reddebug 2.52 work ok  
but dont use old Blitzbasic .The editor can trash your source and if you  
save you can lost work

BTW: David can you add this in the amiblitz2 guide ?

```
> --
> *****
> * sPOOKy.LN@...
>
> *           E/Box PPC 603e/210 + 040/33
>
> *           128 mb + 10 gb hdd + cdrw Teac
> *           4xEIDE + BVisionPPC + M1438S
> *****
> *                               *****
> *
> *****
> *
> *****
>
>
> -----
> To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
> For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie
>
```

---

## 1.46 Re: first help

From: David McMinn <dave@...>  
Date: 05-25-02 13:48:09  
Subject: Re: first help

---

> > 2: i want buy a Amithlon for my duron750 and gforce2 gfx. is some  
 > > problems with running amithlon on it ? and running blitz under amithlon ?  
 > >  
 >  
 > Yes amiblitz and reddebug 2.52 work ok  
 > but dont use old Blitzbasic .The editor can trash your source and if you  
 > save you can lost work  
 >  
 > BTW: David can you add this in the amiblitz2 guide ?

OK

--  
 [ ] /\ \/ ] [ ( ) | \ / | c | \ / | ] [ \ | | \ | | | ICQ=16827694  
 http://www.david-mcminn.co.uk | dave@...  
 Move aloud, nothing to hear, see?

## 1.47 Re: first help

From: Bernd Roesch <berndroesch1@...>  
 Date: 05-25-02 14:42:57  
 Subject: Re: first help

I forget to say this happen too also with AMigaone and pegasus because they  
 too have no blitter

----- Original Message -----  
 From: "David McMinn" <dave@...>  
 To: <blitz-list@netsoc.ucd.ie>  
 Sent: Saturday, May 25, 2002 2:48 PM  
 Subject: Re: first help

> > > 2: i want buy a Amithlon for my duron750 and gforce2 gfx. is some  
 > > > problems with running amithlon on it ? and running blitz under  
 amithlon ?  
 > > >  
 > >  
 > > Yes amiblitz and reddebug 2.52 work ok  
 > > but dont use old Blitzbasic .The editor can trash your source and if you  
 > > save you can lost work  
 > >  
 > > BTW: David can you add this in the amiblitz2 guide ?

> OK

> --  
 > [ ] /\ \/ ] [ ( ) | \ / | c | \ / | ] [ \ | | \ | | | ICQ=16827694  
 > http://www.david-mcminn.co.uk | dave@...  
 > Move aloud, nothing to hear, see?

> -----  
 > To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie  
 > For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie



>

---

## 1.48 Freeing memory

From: Steve Hargreaves <Steve@...>  
Date: 05-22-02 00:15:57  
Subject: Freeing memory

Hi there,

I have a small proggy which uses the following code:-

```
#*scrn.Screen=Peek.l(Addr Screen(0))#
#*icon.DiskObject=GetDiskObject_(&p$)#
#t.l=LayoutIconA_(*icon,*scrn,0)#
#t.l=GetIconRectangleA_(Null(""),*icon,Null(""),&rect.rect,0)#
#width=rect\MaxX-rect\MinX;height=rect\MaxY-rect\MinY#
##
#BitMap 0,width,height,8#
#InitRastPort_ &rp.RastPort#
#rp\BitMap=Addr BitMap(0)#
##
#DrawIconStateA_ rp,*icon,Null(""),0,0,#IDS_NORMAL,0#
##
#GetaShape 1,0,0,width,height#
#DrawIconStateA_ rp,*icon,Null(""),0,0,#IDS_SELECTED,0#
#GetaShape 2,0,0,width,height#
##
#Free BitMap 0#
```

The Free Bitmap command produces a recoverable alert and the debugger reports "Unable to free memory". The recoverable alerts come after every action then, and I have to reboot. Any idea what's causing it?

All the best

Steve

```
--
// A1200 '060 50Mhz, 2+64Meg, EZ-Tower, 540 Meg IDE 2.14Gig
// SCSI, 3 Gig IDE, Power CD-ROM, IDE CDRW, HPDJ610C,
// OS3.9, 56K Origo Modem, Silver Surfer, EZMouse, ProLine
\\// Wheelmouse, Sega and CD32 Controllers, NEC 2A
\/ Multisync, EIDE buffered 4 way interface, and no hair.
```

Author of:- GHelp, Blitzdock, Placemouse, WBCycle, Amiga Draughts and ScalosEject.

PGP Public Key:-

<http://www.hargreavess.freemove.co.uk/SteveHargreavesPGP.asc>

---

It is always the best policy to tell the truth, unless, of course, you are an exceptionally good liar.

-- Jerome K Jerome

---

## 1.49 Re: Freeing memory

From: Demon Hell <demonhell\_@...>

Date: 05-22-02 23:40:15

Subject: Re: Freeing memory

```
>#*scrn.Screen=Peek.l(Addr Screen(0))#
>#*icon.DiskObject=GetDiskObject_(&p$)#
>#t.l=LayoutIconA_(*icon,*scrn,0)#
>#t.l=GetIconRectangleA_(Null(""),*icon,Null(""),&rect.rect,0)#
>#width=rect\MaxX-rect\MinX;height=rect\MaxY-rect\MinY#
>##
>#BitMap 0,width,height,8#
>#InitRastPort_ &rp.RastPort#
>#rp\BitMap=Addr BitMap(0)#
>##
>#DrawIconStateA_ rp,*icon,Null(""),0,0,#IDS_NORMAL,0#
>##
>#GetaShape 1,0,0,width,height#
>#DrawIconStateA_ rp,*icon,Null(""),0,0,#IDS_SELECTED,0#
>#GetaShape 2,0,0,width,height#
>##
>#Free BitMap 0#
>
>The Free Bitmap command produces a recoverable alert and the debugger
>>reports
>"Unable to free memory". The recoverable alerts come after every >action
>then,
>and I have to reboot. Any idea what's causing it?
```

Is it because the rastport is still in use, and still trying to access the Bitmaps memory? as I can't see anything redirecting it before the Freebitmap command

I always follow the rule of freeing or closing things in the reverse order that they were allocated/opened, so maybe you want to try reordering some bits of your code.

---

Join the worlds largest e-mail service with MSN Hotmail.  
<http://www.hotmail.com>

---

## 1.50 Re: Freeing memory

From: David McMinn <dave@...>  
 Date: 05-23-02 12:27:44  
 Subject: Re: Freeing memory

```
> #t.l=GetIconRectangleA_(Null(""),*icon,Null("&rect.rect,0)#
```

This has got to be the worst abuse of the Null command I have ever seen. You are ←  
 supposed to

pass "null pointers" i.e. the value 0, not Null("") which

a) passes a pointer to a string

b) is not needed - ever

c) is not needed - ever (Just in case you missed it the first time - I've shouted ←  
 it enough at

Thilo and it seems you've missed it then ;)

You could also use the .Rectangle type instead of .rect, which is what is should ←  
 be.

```
> #width=rect\MaxX-rect\MinX;height=rect\MaxY-rect\MinY#
```

This should really be:

```
width=rect\MaxX-rect\MinX+1;height=rect\MaxY-rect\MinY+1
```

since the values in the rectanle are the pixel co-ordinates that the shape will ←  
 render into.

For example, if they were 0 and 19, you would need a width of 20.

```
> #DrawIconStateA_ rp,*icon,Null("&0,0,#IDS_NORMAL,0#
```

See above, regarding Null("")

```
> #DrawIconStateA_ rp,*icon,Null("&0,0,#IDS_SELECTED,0#
```

And again.

--

```
[ ] /\ \ / ][ [ ] | \ / | c | \ / | ][ | \ | | \ | | | ICQ=16827694  

  http://www.david-mcminn.co.uk | dave@...
```

Indentation?! - I will show you how to indent when I indent your skull!

Klingon C++

## 1.51 Re: Freeing memory

From: David McMinn <dave@...>  
 Date: 05-23-02 12:52:36  
 Subject: Re: Freeing memory

Also...

```
> #DrawIconStateA_ rp,*icon,Null(""),0,0,#IDS_NORMAL,0#
```

Should be &rp

```
> #DrawIconStateA_ rp,*icon,Null(""),0,0,#IDS_SELECTED,0#
```

And again.

--

```
[ ] /\ \ / ] [ [ ] | \ / | c | \ / | ] [ | \ | | \ | | | | ICQ=16827694
      http://www.david-mcminn.co.uk | dave@...
Work is the curse of the drinking class.
```

---

## 1.52 Re: Freeing memory

From: Sami Näätänen <sami.naatanen@...>  
 Date: 05-23-02 13:02:25  
 Subject: Re: Freeing memory

On 2002.05.23 14:27 David McMinn wrote:

```
> > #t.l=GetIconRectangleA_(Null(""),*icon,Null(""),&rect.rect,0)#
>
> This has got to be the worst abuse of the Null command I have ever
> seen. You are supposed to
> pass "null pointers" i.e. the value 0, not Null("") which
> a) passes a pointer to a string
> b) is not needed - ever
> c) is not needed - ever (Just in case you missed it the first time -
> I've shouted it enough at
> Thilo and it seems you've missed it then ;)
```

And I will say that that most horrifying command should be striped out of AB2 and the sooner the better.

---

## 1.53 How can i copy the screenpalette ?

From: Bernd Roesch <berndroesch1@...>  
 Date: 05-04-02 08:18:53  
 Subject: How can i copy the screenpalette ?

Does anyone know how i can copy the palette of screen 1 to screen 2 ?  
 For the blit with imageinclude this is need to get it working on 8 bit  
 Screens when doublebuffering  
 (2 Screens are used)

---

---

## 1.54 Re: How can i copy the screenpalette ?

From: Joar Berntsen <joar.berntsen@...>  
Date: 05-19-02 17:11:54  
Subject: Re: How can i copy the screenpalette ?

> Does anyone know how i can copy the palette of screen 1 to screen 2 ?  
> For the blit with imageinclude this is need to get it working on 8 bit  
> Screens when doublebuffering  
> (2 Screens are used)

if you have a palette object stored,  
you should be able to do this:

```
use screen 2 ;to activate screen 2  
use palette 1 ;to assign the palette to the currently used screen
```

or you could:

```
duplicatepalette 1,2 ;copy palette 1 to object 2  
use screen 2  
use palette 2
```

to give the screen its own palette.

they are not tested.

---

## 1.55 <http://www.gmcminn.btinternet.co.uk>

From: Christine Hall <return@...>  
Date: 05-08-02 11:05:26  
Subject: <http://www.gmcminn.btinternet.co.uk>

Hi

I visited <http://www.gmcminn.btinternet.co.uk>, and noticed that you're not listed ↔  
on some search engines! I think we can  
offer you a service which can help you increase traffic and the number of visitors ↔  
to your website.

I would like to introduce you to TrafficMagnet.net. We offer a unique technology ↔  
that will submit your  
website to over 300,000 search engines and directories every month.

---

You'll be surprised by the low cost, and by how effective this website promotion method can be. ←

To find out more about TrafficMagnet and the cost for submitting your website to over 300,000 search engines and directories, visit [www.TrafficMagnet.net](http://www.TrafficMagnet.net). ←

I would love to hear from you.

Best Regards,

Christine Hall  
Sales and Marketing  
E-mail: [christine@...](mailto:christine@...)  
<http://www.TrafficMagnet.net>

This email was sent to [blitz-list@netsoc.ucd.ie](mailto:blitz-list@netsoc.ucd.ie).  
I understand that you may NOT wish to receive information from me by email.  
To be removed from this and other offers, simply go to the link below:

## 1.56 Re: <http://www.gmcminn.btinternet.co.uk>

From: David McMinn <[dave@...](mailto:dave@...)>  
Date: 05-08-02 11:37:50  
Subject: Re: <http://www.gmcminn.btinternet.co.uk>

Doh, I do apologise for this spam (I don't even use those pages to host the Blitz2000 site any more).

--

```
[ ] / \ \ / ] [ ( )   | \ / | c | \ / | ] [ | \ | | \ |   |  
ICQ=16827694  
    http://www.david-mcminn.co.uk           |  
dave@...  
'Does Jabba the Hutt look like a bitch?' - Samuel L.  
Jackson, Jedi
```

---

## 1.57 kprintf code

From: David McMinn <[dave@...](mailto:dave@...)>  
Date: 05-22-02 21:22:53  
Subject: kprintf code

Hi Peter

You use it like this:

```
!PUTSTR{<unique label>, "C style format string"}
```

---

e.g.

```
!PUTSTR{001, "hello world"}
!PUTSTR{002, "more stuff"}
```

etc.

If you want to print variables, you need to use some asm to push them onto the stack first and then remove them afterwards. Sorry for that, but I've been using the macro in the bbglib source mainly - it does work from Basic parts though.

```
move.l #5,-(a7)
!PUTSTR{003, "this should be 5: %ld"}
lea.l 4(a7),a7
```

But I doubt it will work in a function, because it needs to jump to a label.

--

```
[ ] /\ \/ ][ [ ]  |\| | c |\| | ][ |\| |\|  |           ICQ=16827694
      http://www.david-mcminn.co.uk      |   dave@...
```

True or False: Jim Kerr is really Spanish and his real name is Juan

There should be a file mail\_54/kprintf.lha included with this guide.

## 1.58 Re: kprintf code

```
From: David McMinn <dave@...>
Date: 05-22-02 21:29:47
Subject: Re: kprintf code
```

Of course I sent this to the wrong place, but hey, you might as well all get to see it ↔  
:)

---

## 1.59 Library & Par\$()

```
From: Thilo Köhler <koehlerthilo@...>
Date: 05-17-02 01:32:19
Subject: Library & Par$()
```

Hi all!

I finally managed to build a library out of my Blitz Statements. Big thanks to all who helped me !

One problem occurred:  
I used Numpars and Par\$() in a statement.  
These blitz commands seem to add something

---

nasty at the program begin so that the library is broken and crashes.

I really need to get the CLI args of the calling task within a library function. Is there any way to do this ? Maybe the LotanArgs libs do a better job here (cArg()) ? Or maybe I have to do this manually ? Can anyone tell me how ?

Ciao,

Thilo

---

## 1.60 Re: Library & Par\$()

From: David McMinn <dave@...>  
Date: 05-17-02 00:38:08  
Subject: Re: Library & Par\$()

> I really need to get the CLI args of the calling  
> task within a library function. Is there any way to do  
> this ? Maybe the LotanArgs libs do a better job here (cArg()) ?  
> Or maybe I have to do this manually ?  
> Can anyone tell me how ?

A Blitz library or OS library?

I guess the best way would be to use ReadArgs\_(), but I would have thought the Blitz commands would do that (I'm pretty sure the Lotan or NCS(?) commands would do it properly).

--

[ ] /\ \ / ] [ [ ] | \ / | c | \ / | ] [ | \ | | \ | | | ICQ=16827694  
http://www.david-mcminn.co.uk | dave@...  
I'm not tense, just terribly, terribly alert.

---

## 1.61 Re: Library & Par\$()

From: Thilo Köhler <koehlerthilo@...>  
Date: 05-17-02 01:51:09  
Subject: Re: Library & Par\$()

Hello David

> A Blitz library or OS library?

---



OS library.

> I guess the best way would be to use ReadArgs\_(), but I would have thought  
> the Blitz commands would do that (I'm pretty sure the Lotan or NCS(?)  
> commands would do it properly).  
I just read that Lotan adds some wbstartup code to be able to  
read wb args as well. This I guess will destroy the library as well.  
So I will have a look at NCS or I will have to do it by foot with  
ReadArgs\_().

Ciao,

Thilo

---

## 1.62 Re: Library & Par\$()

From: Bernd Roesch <berndroesch1@...>  
Date: 05-17-02 11:46:52  
Subject: Re: Library & Par\$()

> Hello David  
>  
> > A Blitz library or OS library?  
> OS library.  
>  
> > I guess the best way would be to use ReadArgs\_(), but I would have  
thought  
> > the Blitz commands would do that (I'm pretty sure the Lotan or NCS(?)  
> > commands would do it properly).  
> I just read that Lotan adds some wbstartup code to be able to  
> read wb args as well. This I guess will destroy the library as well.  
> So I will have a look at NCS or I will have to do it by foot with  
> ReadArgs\_().  
>

I dont understand for what you need this can you give me a practice example  
?

Normaly when you start a program the create process put the pars at the  
beginning of your porgram (dl/al or so).And par\$ and num\$ read this.If i see  
the practice i maybe can look how this can work.

> Ciao,  
>  
> Thilo

>  
>  
>  
> -----

---

> To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie  
> For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie  
>

---

### 1.63 Re: Library & Par\$()

From: Thilo Köhler <koehlerthilo@...>  
Date: 05-17-02 15:51:48  
Subject: Re: Library & Par\$()

Hello Bernd

> I dont understand for what you need this can you give me a practice  
> example ?  
I have an OS library that needs to read out the CLI args within a library function. If I use par\$() and Numpar it adds some code at the begin of the executable(=OS library) that destroys the library structure, because the library has to start with a cerain structure like the pointers to the initroutine etc.

Now I try to do this with ReadArgs\_() directly. I have successful implemented this but 'I have to test this if it works within a OS library too.

Example: The library is for HD-Rec plugins. These plugins are normal executables that are launched from HD-Rec in CLI mode with som parameters like the start file.  
like this:  
"run >NIL: myplugin LOAD work:data/mypatch.dat SHOW"  
This parameters are processed within the library and hidden for the user of this library. So the library as to get the CLI args.

Ciao,

Thilo

---

### 1.64 New Graphiccardexample blits.ab2

From: Bernd Roesch <berndroesch1@...>  
Date: 05-03-02 15:37:40  
Subject: New Graphiccardexample blits.ab2

This example now blit on my 060/50 with cybervisionPPC (CGFX) at 800\*600\*32bit 70 32\*32 Pixel Balls

---

at 25 fps

This work on the current AB2.26 (The newest file i send david is not need)

Because cgfx allow not allocate bitmaps on Graphiccard the trick is opening a 3.rd Screen and blitting the background from here.A image\_blitblock command is add for this.It come later to image.res

This cost 3 additional lines and increase speed a lot on CGFX Systems

Cpu Speed is not so important as Graphiccard Speed.Also Z2 System have a real chance to run 800\*600\*32 bit.If you notice a large slowdown keep in mind that all 3 Screens must fit your gfxcardmem.So you need select a smaller resolution (maybe 16bit) to avoid that cgfx put your background to Z3

German:

Das Beispiel blittet bei mir 060/50 with cybervisionPPC (CGFX) at 800\*600\*32bit 70 32\*32 Pixel Balls

Geht nur bei 2.26 Update

Auch Z2 Systeme dürften nun mit brauchbarer Speed laufen

Falls es extrem langsam wird muss man die Auflösung/Farbtiefe reduzieren da alle 3 Screens auf die Grafikkarte passen müssen

There should be a file mail\_61/blits.ab2 included with this guide.

## 1.65 Re: New Graphiccardexample blits.ab2

From: amorel <amorel@...>

Date: 05-03-02 16:06:56

Subject: Re: New Graphiccardexample blits.ab2

On 03-May-02, Bernd Roesch wrote:

C=This example now blit on my 060/50 with cybervisionPPC (CGFX) at

C=800\*600\*32bit 70 32\*32 Pixel Balls

C=at 25 fps

The first line "ReadFolderSpool\_ 7" gives a syntax error. The command here requires 3 parameters(folder,importfile,flags).

Regards

--

Sweetness I was only joking when I said I'd like to smash every tooth in your head ... [www.xs4all.nl/~amorel/amoralplayer.html](http://www.xs4all.nl/~amorel/amoralplayer.html)  
Music: [www.mp3.com/vopak](http://www.mp3.com/vopak) and [www.xs4all.nl/~amorel/amusic.html](http://www.xs4all.nl/~amorel/amusic.html)

-----\* Aseq, a new midi/audio sequencer <http://www.aseq.de> \*-----  
-----\* ( QNX, Linux and Dos versions planned ) \*-----

---

## 1.66 Re: New Graphiccardexample blits.ab2

From: amorel <amorel@...>  
Date: 05-03-02 16:11:08  
Subject: Re: New Graphiccardexample blits.ab2

On 03-May-02, Bernd Roesch wrote:  
C=This example now blit on my 060/50 with cybervisionPPC (CGFX) at  
C=800\*600\*32bit 70 32\*32 Pixel Balls  
C=at 25 fps

Also !image\_include gives a "macro not found".

Regards

--

Sweetness I was only joking when I said I'd like to smash every  
tooth in your head ... [www.xs4all.nl/~amorel/amoralplayer.html](http://www.xs4all.nl/~amorel/amoralplayer.html)  
Music: [www.mp3.com/vopak](http://www.mp3.com/vopak) and [www.xs4all.nl/~amorel/amusic.html](http://www.xs4all.nl/~amorel/amusic.html)

-----\* Aseq, a new midi/audio sequencer <http://www.aseq.de> \*-----  
-----\* ( QNX, Linux and Dos versions planned ) \*-----

---

## 1.67 Re: New Graphiccardexample blits.ab2

From: Bernd Roesch <berndroesch1@...>  
Date: 05-03-02 18:10:17  
Subject: Re: New Graphiccardexample blits.ab2

Copy the blit.ab2 to the graphicscard example dir of the AB2.26  
Here is the .xtra File which include the image.res.That have the !image...  
Macro

The first line should be optimize 7  
You have clashes with lib 217/218/219

Lib 217-219 is reserved for optimizer/68kcpu/PPC

But you can remove the first line

The variable functionpars is switch off (Newsyntax Mode) so you need to  
change

```
image_blitblock{0}
```

---

```
to image_blitblock{0,0,0,0,0,0}
```

(All functionparameter need then)

Also make sure guigfx is on the correct place (see davidsdeflibs)

Better is you make a copy of amiblit called amiblit\_distr and insert here the distri defslib(rename to deflibs\_distri)and insert defslib\_distri in the tooltype of amiblit\_distr so you can use your version or the distri version

----- Original Message -----

From: "amorel" <amorel@...>  
To: <blitz-list@netsoc.ucd.ie>  
Sent: Friday, May 03, 2002 5:06 PM  
Subject: Re: New Graphiccardexample blits.ab2

> On 03-May-02, Bernd Roesch wrote:  
> C=This example now blit on my 060/50 with cybervisionPPC (CGFX) at  
> C=800\*600\*32bit 70 32\*32 Pixel Balls  
> C=at 25 fps  
>  
> The first line "ReadFolderSpool\_ 7" gives a syntax error. The command here  
> requires 3 parameters(folder,importfile,flags).  
>  
> Regards  
>

----- Original Message -----

From: "amorel" <amorel@...>  
To: <blitz-list@netsoc.ucd.ie>  
Sent: Friday, May 03, 2002 5:11 PM  
Subject: Re: New Graphiccardexample blits.ab2

> On 03-May-02, Bernd Roesch wrote:  
> C=This example now blit on my 060/50 with cybervisionPPC (CGFX) at  
> C=800\*600\*32bit 70 32\*32 Pixel Balls  
> C=at 25 fps  
>  
> Also !image\_include gives a "macro not found".  
>  
> Regards  
>  
> --  
> Sweetness I was only joking when I said I'd like to smash every  
> tooth in your head ... [www.xs4all.nl/~amorel/amoralplayer.html](http://www.xs4all.nl/~amorel/amoralplayer.html)  
> Music: [www.mp3.com/vopak](http://www.mp3.com/vopak) and [www.xs4all.nl/~amorel/amusic.html](http://www.xs4all.nl/~amorel/amusic.html)  
>  
> -----\* Aseq, a new midi/audio sequencer <http://www.aseq.de> \*-----  
> -----\* ( QNX, Linux and Dos versions planned ) \*-----  
>  
>  
> -----

> To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie  
> For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie  
>

---

## 1.68 Re: New Graphiccardexample blits.ab2

From: amorel <amorel@...>  
Date: 05-04-00 02:38:15  
Subject: Re: New Graphiccardexample blits.ab2

On 03-May-02, Bernd Roesch wrote:  
C=Copy the blit.ab2 to the graphicscard example dir of the AB2.26  
C=Here is the .xtra File which include the image.res.That have the !image...  
C=Macro

I did, but didn't load it from there, but the original saving place where yam  
put it, ram:

Anyways I'll check it out the way you described.

Thanks

--

Sweetness I was only joking when I said I'd like to smash every  
tooth in your head ... [www.xs4all.nl/~amorel/amoralplayer.html](http://www.xs4all.nl/~amorel/amoralplayer.html)  
Music: [www.mp3.com/vopak](http://www.mp3.com/vopak) and [www.xs4all.nl/~amorel/amusic.html](http://www.xs4all.nl/~amorel/amusic.html)

-----\* Aseq, a new midi/audio sequencer <http://www.aseq.de> \*-----  
-----\* ( QNX, Linux and Dos versions planned ) \*-----

---

## 1.69 Re: New Graphiccardexample blits.ab2

From: Bernd Roesch <berndroesch1@...>  
Date: 05-05-02 11:34:36  
Subject: Re: New Graphiccardexample blits.ab2

Have someone test this ?  
What speedvalues (fps)and Hardware you have ?

## 1.70 Oh.... windows, and activeness...

From: Andrew Bruno <abruno@...>  
Date: 05-27-02 09:42:40  
Subject: Oh.... windows, and activeness...

Hi,

Another little question for anyone.

I have written (scratched) a bit of code and the active window part is confusing to me.

Do I have to make it active to write to it from within the program?

This is a problem for me as it stands, as I make it active and write things to it "now and then" from within the program.

But when it runs and opens the window, that becomes the active window. Too bad if I am typing away in another program.

Anyone help me? :-)

Cya!

--

Feminism: Proof that women can be more misogynistic than men.

Andrew Bruno  
abruno@...

---

## 1.71 Re: Oh.... windows, and activeness...

From: David McMinn <dave@...>  
Date: 05-27-02 15:40:11  
Subject: Re: Oh.... windows, and activeness...

Andrew Bruno wrote:

> Do I have to make it active to write to it from within the program?

No.

> But when it runs and opens the window, that becomes the active window.  
> Too bad if I am typing away in another program.

Don't have \$1000 in the window flags.

Bye

--

[ ] /\ \ / ][ [ ] | \ / | © | \ / | ][ | \ | | \ | | | dave@...  
http://www.david-mcminn.co.uk | ICQ = 16827694

That's not a bug. It's an undocumented feature.

---

## 1.72 Re: Oh.... windows, and activeness...

From: amorel <amorel@...>  
Date: 05-30-02 03:06:45  
Subject: Re: Oh.... windows, and activeness...

Hey, I'm in the process of moving to the USA so not too much activity from me here. But I would like to get some info on using uae, for linux. I have got it compiled and booting from an ext2 partition with my Amiga hd copied there. I boot with picasso installed and used in the cfg of uae. But it seems to not act much like it's using a gfx card, slopy pointer, can't use picasso modes etc. Though I got a rather fast system, 525 mHz and gforce2 etc.

Any tips and ideas?

Also what needs to be removed to get totally rid of cybergfx, so it won't collided with picasso. I did remove the obvious like libs etc.

Thanks =)

---

## 1.73 Re: Oh.... windows, and activeness...

From: Bernd Roesch <berndroesch1@...>  
Date: 05-30-02 09:41:32  
Subject: Re: Oh.... windows, and activeness...

----- Original Message -----

From: "amorel" <amorel@...>  
To: <blitz-list@netsoc.ucd.ie>  
Sent: Thursday, May 30, 2002 4:06 AM  
Subject: Re: Oh.... windows, and activeness...

> Hey, I'm in the process of moving to the USA so not too much activity from  
> me here. But I would like to get some info on using uae, for linux. I have  
> got it compiled and booting from an ext2 partition with my Amiga hd copied  
> there. I boot with picasso installed and used in the cfg of uae. But it  
> seems to not act much like it's using a gfx card, slopy pointer, can't use  
> picasso modes etc. Though I got a rather fast system, 525 mHz and gforce2  
> etc.

>

> Any tips and ideas?

>

---



> Also what needs to be removed to get totally rid of cybergfx, so it won't  
> collid with picasso. I did remove the obvious like libs etc.  
>

You need only remove the monitor driver and install the picasso96 instead. I  
used this for a long time  
on my A4000 which have a piccolo graphiccard to test work on both. If my  
program fail i have so check if its a cgx bug because 1996 cgx was not very  
stable

For simple managing drivers in devs:xxxxxxxx wbstartup try the guibased  
devsman from aminet

> Thanks =)

>

>

> -----  
> To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie  
> For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie  
>

## 1.74 OS tags

From: Steve Hargreaves <Steve@...>  
Date: 05-21-02 01:45:46  
Subject: OS tags

Hi there,

Has anyone updated amigalibs.res to include the new tags in OS3.9 libraries, or  
does anyone have a list of the constant values of the new tags?

All the best

Steve

--

```
// A1200 '060 50Mhz, 2+64Meg, EZ-Tower, 540 Meg IDE 2.14Gig  
// SCSI, 3 Gig IDE, Power CD-ROM, IDE CDRW, HPDJ610C,  
// OS3.9, 56K Origo Modem, Silver Surfer, EZMouse, ProLine  
\// Wheelmouse, Sega and CD32 Controllers, NEC 2A  
\ / Multisync, EIDE buffered 4 way interface, and no hair.
```

Author of:- GHelp, Blitzdock, Placemouse, WBCycle, Amiga Draughts and  
ScalosEject.

PGP Public Key:-

<http://www.hargreavess.freemove.co.uk/SteveHargreavesPGP.asc>

Common sense is the collection of prejudices acquired by age eighteen.

-- Albert Einstein

---

---

## 1.75 Re: OS tags

From: David McMinn <dave@...>  
Date: 05-21-02 11:34:26  
Subject: Re: OS tags

> Has anyone updated amigalibs.res to include the new tags in OS3.9  
> libraries, or does anyone have a list of the constant values of the new  
> tags?

No, I don't think OS3.5 updates are in any amigalibs.res?

If you want them, go get a developer CD, or download that (partial?) OS3.9 SDK ←  
from  
the Amiga site.

--

[ ] /\ \/ ] [ ( ) | \ / | c | \ / | ] [ \ | \ | | | ICQ=16827694  
http://www.david-mcminn.co.uk | dave@...  
Things you'll never hear a woman say: 'My, what an attractive scrotum'

---

## 1.76 Re: OS tags

From: Steve Hargreaves <Steve@...>  
Date: 05-21-02 16:49:09  
Subject: Re: OS tags

Hi there, David

On 21-May-02, you said:

DM>

DM>> Has anyone updated amigalibs.res to include the new tags in OS3.9  
DM>> libraries, or does anyone have a list of the constant values of the new  
DM>> tags?

DM> or download that (partial?) OS3.9

DM> SDK from the Amiga site.

DM>

Where - I can't find it?

Regards

---

Steve

--

```
// A1200 '060 50Mhz, 2+64Meg, EZ-Tower, 540 Meg IDE 2.14Gig
// SCSI, 3 Gig IDE, Power CD-ROM, IDE CDRW, HPDJ610C,
// OS3.9, 56K Origo Modem, Silver Surfer, EZMouse, ProLine
\\// Wheelmouse, Sega and CD32 Controllers, NEC 2A
\\ / Multisync, EIDE buffered 4 way interface, and no hair.
```

Author of:- GHelp, Blitzdock, Placemouse, WBCycle, Amiga Draughts and ScalosEject.

PGP Public Key:-

<http://www.hargreavess.freemove.co.uk/SteveHargreavesPGP.asc>

If you do not think about the future, you cannot have one.

-- John Galsworthy

---

## 1.77 Re: OS tags

From: Demon Hell <demonhell\_@...>

Date: 05-21-02 20:07:51

Subject: Re: OS tags

>Has anyone updated amigalibs.res to include the new tags in OS3.9  
>libraries, or does anyone have a list of the constant values of the >new  
>tags?

I was about 75% of the way through doing it all, but I've had to pack my computers away while we've got the builders in the house, and I reckon it'll be another month or so before I'm back in a state to continue. But as David said, it's all on the 3.9 SDK, just a small matter of rewriting it all for Blitz ;)

---

Chat with friends online, try MSN Messenger: <http://messenger.msn.com>

---

## 1.78 Re: OS tags

From: David McMinn <dave@...>

Date: 05-21-02 20:58:33

Subject: Re: OS tags

> DM> or download that (partial?) OS3.9

---

> DM> SDK from the Amiga site.  
 > DM>  
 >  
 > Where - I can't find it?

Hmm, you're right. There used to be a fairly obvious link to it (even Google still has the page cached that used to link to it). Seems they've changed it now though, but the file is still accessible:

<http://www.amiga.com/3.9/download/NDK3.9.lha>

--  
 [] /\ \ / ] [ [] | \ / | c | \ / | ] [ | \ | | \ | | | ICQ=16827694  
 http://www.david-mcminn.co.uk | dave@...  
 You sendin' in the Fett? S\*\*t, Hutt, that's all you had to say!  
 - Samuel L. Jackson, Jedi

---

## 1.79 Re: OS tags

From: David McMinn <dave@...>  
 Date: 05-21-02 20:58:33  
 Subject: Re: OS tags

> be another month or so before I'm back in a state to continue. But as David  
 > said, it's all on the 3.9 SDK, just a small matter of rewriting it all for  
 > Blitz ;)

Or just the bits you need :)

--  
 [] /\ \ / ] [ [] | \ / | c | \ / | ] [ | \ | | \ | | | ICQ=16827694  
 http://www.david-mcminn.co.uk | dave@...  
 Don't squat with your spurs on.

---

## 1.80 pal on ntsc amigas

From: Joar Berntsen <joar.berntsen@...>  
 Date: 05-03-02 00:57:26  
 Subject: pal on ntsc amigas

when you open a 320x256 screen on a ntsc amiga,  
 you can't see the bottom 56 pixels.

I have tried some custom function to open a pal  
 screen, and I think it worked. But with that screen  
 I couldn't use the floodfill command without gfx bugs.

---

this may have been asked before, but,  
is there an easy blitz way to open a pal screen on ntsc amigas?

---

## 1.81 Re: pal on ntsc amigas

From: amorel <amorel@...>  
Date: 05-03-02 03:12:44  
Subject: Re: pal on ntsc amigas

On 03-May-02, Joar Berntsen wrote:

C=this may have been asked before, but,  
C=is there an easy blitz way to open a pal screen on ntsc amigas?

If you do it os-friendly just use a screenmode requester or directly use the mode id for the desired resolution. Those id's are in the rkrm and can be found in some screenmode requesters, like the dpaint one, if you click on a mode.

In blitz mode you have to use the correct coplist to open the desired resolution with the initcoplist command. The following 2 lines for example open an NTSC screen at max overscan(or as much as is allowed to do some fancy sprite stuff).

```
InitCopList 0,21,241,$10868,8,256,-8  
DisplayAdjust 0,2,-8,0,-16,0
```

There is some archive on aminet which can calculate a coplist from certain settings.

Regards

--

Sweetness I was only joking when I said I'd like to smash every tooth in your head ... [www.xs4all.nl/~amorel/amoralplayer.html](http://www.xs4all.nl/~amorel/amoralplayer.html)  
Music: [www.mp3.com/vopak](http://www.mp3.com/vopak) and [www.xs4all.nl/~amorel/amusic.html](http://www.xs4all.nl/~amorel/amusic.html)

-----\* Aseq, a new midi/audio sequencer <http://www.aseq.de> \*-----  
-----\* ( QNX, Linux and Dos versions planned ) \*-----

---

## 1.82 Re: pal on ntsc amigas

From: Joar Berntsen <joar.berntsen@...>  
Date: 05-03-02 14:06:44  
Subject: Re: pal on ntsc amigas

---

> If you do it os-friendly just use a screenmode requester or directly >use  
> the mode id for the desired resolution. Those id's are in the rkrm and

what is rkrm?

> can  
> be found in some screenmode requesters, like the dpaint one, if you >click  
> on a mode.

I found that a lowres pal screen has a modeid of "21000H"  
the screen command in blitz, does not accept this value in its  
viewmode field. And the screen needs to be "pure" blitz created,  
or it will be buggy when you use foreexample floodfill.

ps: all my games need to be multitasking.

---

### 1.83 Re: pal on ntsc amigas

From: David McMinn <dave@...>  
Date: 05-03-02 14:37:36  
Subject: Re: pal on ntsc amigas

> > If you do it os-friendly just use a screenmode requester or directly >use  
> > the mode id for the desired resolution. Those id's are in the rkrm and  
>  
> what is rkrm?

Rom Kernel Reference Manual.

> I found that a lowres pal screen has a modeid of "21000H"  
> the screen command in blitz, does not accept this value in its

The H at the end means it is a hexadecimal number. You should use this in Blitz as ←  
\$21000

--  
[ ] /\ \ / ][ [ ] | \ / | c | \ / | ][ [ \ | | \ | | | ICQ=16827694  
http://www.david-mcminn.co.uk | dave@...  
I am Pentium of Borg, division is futile - you will be approximated

---

### 1.84 Re: pal on ntsc amigas

---

From: Joar Berntsen <joar.berntsen@...>  
Date: 05-03-02 20:39:12  
Subject: Re: pal on ntsc amigas

> The H at the end means it is a hexadecimal number. You should use this >in  
> Blitz as \$21000

```
Screen 0,0,0,320,256,4,$21000,"xxxxxxxx",4,0
```

I sent the game with this screen command  
to one that has a ntsc amiga,  
and he replied failure.

if there is someone on this list that has a ntsc amiga,  
and has been able to open a pal screen correctly,  
PLS tell me how.

---

## 1.85 Re: pal on ntsc amigas

From: David McMinn <dave@...>  
Date: 05-03-02 20:06:22  
Subject: Re: pal on ntsc amigas

I forgot to say, you will need blitzlibs:amigalibs.res  
in the Resident list of the Compiler Options window.

--  
[ ] /\ \/ ][ [ ] | \ / | c | \ / | ][ [ | \ | | \ | | |  
ICQ=16827694  
http://www.david-mcminn.co.uk |  
dave@...  
Windows NT - not today, no thanks or never tested?

---

## 1.86 Re: pal on ntsc amigas

From: David McMinn <dave@...>  
Date: 05-03-02 20:06:11  
Subject: Re: pal on ntsc amigas

> I sent the game with this screen command  
> to one that has a ntsc amiga,  
> and he replied failure.

Ah, OK. You probably cannot do that, since the screenmode IDs are different for ↔  
NTSC

---

and PAL. You have two choices:

- 1) Open an NTSC screen, but have a 256 pixel bitmap and allow the screen to be ←  
scrolled
- 2) Try to open an overscan screen that is 256 pixels high.

Method 1 is the simplest. Instead of using the Screen command as you have shown us ←  
, you  
can do this (I hope it works, I am not able to test it):

```
Dim stags.TagItem(11)
stags(0)\ti_Tag=#SA_Left,0
stags(1)\ti_Tag=#SA_Top,0
stags(2)\ti_Tag=#SA_Width,320
stags(3)\ti_Tag=#SA_Height,256
stags(4)\ti_Tag=#SA_Depth,4
stags(5)\ti_Tag=#SA_Overscan,#OSCAN_TEXT
stags(6)\ti_Tag=#SA_AutoScroll,-1
stags(7)\ti_Tag=#SA_DetailPen,4
stags(8)\ti_Tag=#SA_BlockPen,0
stags(9)\ti_Tag=#SA_DisplayID,$11000 ; $21000 for a PAL screenmode
stags(10)\ti_Tag=#TAG_DONE
ScreenTags 0,"xxxxxxxx",&stags(0)
```

--

```
[ ] /\ \ / ][ [ ] | \ / | c | \ / | ][ [ \ | | \ | | | | ICQ=16827694
      http://www.david-mcminn.co.uk | dave@...
A crab in the hand is worth two in the bush.
```

## 1.87 rotating 3D cube.

From: Joar Berntsen <joar.berntsen@...>  
Date: 05-24-02 16:34:50  
Subject: rotating 3D cube.

I have tried many times myself.  
I always seem to get very close  
but not entirely at the goal of  
getting a square 3D cube to rotate.  
I gave up a long time ago...

So I wondered if someone had a code  
or could write on the fly, an easy  
and flexible ab2 code that uses either an  
array, or independent quicks  
to make a (skeleton) cube and rotate it.

I intend to add it into a program I  
update regularly to aminet, and If  
someone is so nice to give me this,  
he/she will have the credits for it.



a pluss would be if it could move  
away and towards the camera.

---

## 1.88 Re: rotating 3D cube.

From: David McMinn <dave@...>  
Date: 05-24-02 18:22:31  
Subject: Re: rotating 3D cube.

On 24 May 2002 at 16:34, Joar Berntsen wrote:

> So I wondered if someone had a code  
> or could write on the fly, an easy  
> and flexible ab2 code that uses either an  
> array, or independent quicks  
> to make a (skeleton) cube and rotate it.

I do not know how much this helps, but it rotates a wireframe cube on the  
screen. It was written by a guy called Javier, this code was on BUM 6, so you  
may be able to find his details somewhere there (you can download the BUMs from  
the Blitz 2000 site).

--

() /\ \ / ] [ ( ) | \ / | c | \ / | ] [ | \ | | \ | | | ICQ=16827694  
http://www.david-mcminn.co.uk | dave@...  
Alec Guinness. Anagram: Genuine Class

## 1.89 Re: rotating 3D cube.

From: Peter Thor <pettho-0@...>  
Date: 05-30-02 01:25:06  
Subject: Re: rotating 3D cube.

The 24-Maj-02, Joar Berntsen wrote:

> I have tried many times myself.  
> I always seem to get very close  
> but not entirely at the goal of  
> getting a square 3D cube to rotate.  
> I gave up a long time ago...

I knocked up an intuitive example of this, have fun =)

//Thor

--

Peter Thor  
ICQ: 11277616, IRC: Joru

There should be a file mail\_86/3d\_rotation.asc included with this guide.

---

## 1.90 SetPeriod?

From: Joar Berntsen <joar.berntsen@...>  
Date: 05-29-02 00:25:00  
Subject: SetPeriod?

hi blitzers.

does the SetPeriod command work at all?

if so,  
could someone pls give me an example of its usage?

---

## 1.91 Re: SetPeriod?

From: amorel <amorel@...>  
Date: 05-22-02 02:32:38  
Subject: Re: SetPeriod?

On 29-May-02, Joar Berntsen wrote:  
C=hi blitzers.

C=does the SetPeriod command work at all?

Probably wanna switch off debugger temporarily, if so use the command to switch debugger off before the setperiod command and the command to switch it off after the setperiod command. This is because of a bug in blitzbasic.

setperiod soundnumber,periodlevel

Periodlevel can be somewhere between 128 and 680 or so.

Regards

--

Sweetness I was only joking when I said I'd like to smash every tooth in your head ... [www.xs4all.nl/~amorel/amoralplayer.html](http://www.xs4all.nl/~amorel/amoralplayer.html)  
Music: [www.mp3.com/vopak](http://www.mp3.com/vopak) and [www.xs4all.nl/~amorel/amusic.html](http://www.xs4all.nl/~amorel/amusic.html)

-----\* Aseq, a new midi/audio sequencer <http://www.aseq.de> \*-----  
-----\* ( QNX, Linux and Dos versions planned ) \*-----

---

## 1.92 Re: SetPeriod?

From: Thilo Köhler <koehlerthilo@...>  
Date: 05-22-02 18:05:46

---

Subject: Re: SetPeriod?

Hello Joar

> does the SetPeriod command work at all?  
>  
> if so,  
> could someone pls give me an example of its usage?  
If you dont have to change the period while  
the sample is played you can use:

```
Poke.w Addr Sound(MySound) + 4,MyPeriod  
Sound MySound,mask,volume
```

I can remember that I have used SetPeriod  
long time ago successfully.  
When I tried it later it throwed me "Illegal Channel Mask"  
all the time. So something seems to be wired with this command.

Ciao,

Thilo

---

### 1.93 Re: SetPeriod?

From: David McMinn <dave@...>  
Date: 05-22-02 20:35:24  
Subject: Re: SetPeriod?

On 22 May 2002 at 18:05, Thilo Köhler wrote:

> When I tried it later it throwed me "Illegal Channel Mask"  
> all the time. So something seems to be wired with this command.

Didn't that get fixed in the last few months?

--

[ ] /\ \ / ] [ [ ] | \ / | c | \ / | ] [ | \ | | \ | | | ICQ=16827694  
http://www.david-mcminn.co.uk | dave@...

It is far more impressive when others discover your good qualities  
without your help.

---

### 1.94 Re: SetPeriod?

From: MadGun68 <madgun68@...>  
Date: 05-22-02 20:38:10  
Subject: Re: SetPeriod?

---

Hello David,

On 22-May-02, you wrote:

```
> On 22 May 2002 at 18:05, Thilo Köhler wrote:
>
>> When I tried it later it throwed me "Illegal Channel Mask"
>> all the time. So something seems to be wired with this command.
>
> Didn't that get fixed in the last few months?
>
```

I thought it did. I know this came up a couple of months back (or so.)

Regards

--

MadGun68/Binary Assault - [Http://home.attbi.com/~madgun68](http://home.attbi.com/~madgun68)

My configuration:

A1200T, BlizzardPPC 603e/240 '060/50, Mediator, Voodoo 3 3000, Realtek 8139B NIC, ←  
Soundblaster 128, Powerflyer Gold.

---

## 1.95 Re: SetPeriod?

From: Joar Berntsen <[joar.berntsen@...](mailto:joar.berntsen@...)>  
Date: 05-22-02 23:16:34  
Subject: Re: SetPeriod?

```
>> Didn't that get fixed in the last few months?
```

```
> I thought it did. I know this came up a couple of months back (or so.)
```

it worked, so it seems to work. :)

I was lame, and didn't try it recently.  
just a long time ago.

sorry to bother you for nothing.

---

## 1.96 Re: SetPeriod?

From: Bernd Roesch <[berndroesch1@...](mailto:berndroesch1@...)>  
Date: 05-22-02 18:28:18  
Subject: Re: SetPeriod?

---

> When I tried it later it threwed me "Illegal Channel Mask"  
> all the time. So something seems to be wired with this command.

I think i have this fixed for 2-3 Months or so

----- Original Message -----

From: "Thilo Köhler" <koehlerthilo@...>

To: <blitz-list@netsoc.ucd.ie>

Sent: Wednesday, May 22, 2002 7:05 PM

Subject: Re: SetPeriod?

> Hello Joar

>

> > does the SetPeriod command work at all?

> >

> > if so,

> > could someone pls give me an example of its usage?

> If you dont have to change the period while

> the sample is played you can use:

>

> Poke.w Addr Sound(MySound) + 4,MyPeriod

> Sound MySound,mask,volume

>

> I can remember that I have used SetPeriod

> long time ago successfully.

> When I tried it later it threwed me "Illegal Channel Mask"

> all the time. So something seems to be wired with this command.

>

> Ciao,

>

> Thilo

>

>

>

> -----  
> To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie

> For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie

>

---

## 1.97 Re: Simple/stupid question?

From: Bernd Roesch <berndroeschl@...>

Date: 05-01-02 08:32:09

Subject: Re: Simple/stupid question?

AB2 work not without FPU.I have no plans to do so

----- Original Message -----

From: Patrick Wesseling

To: blitz-list@netsoc.ucd.ie

Sent: Tuesday, April 30, 2002 3:38 PM

Subject: Simple/stupid question?

---

Hi,

I have the AmiBlitz2 distribution v2.25 (27th March 2002). Does this run on a standard Amiga 1200? I was mainly using Blitz Basic 2 but I thought it was time to give AmiBlitz2 a try. When I run it on a standard A1200 I get the message... No FPU found. Anyone?

Patrick

## 1.98 Strange result

From: Steve Hargreaves <Steve@...>  
Date: 05-24-02 17:18:40  
Subject: Strange result

Hi there,

Does anyone know why this works:-

```
#c=0#
#For i=0 To height-1#
#  For j=0 To width-1#
#    Poke.b Bank(1)+c,j+i#
#    c=c+1#
#  Next j#
#Next i#
##
#InitTagList 2,10#
#Use TagList 2#
#AddTags 2,#ICONCTRLA_SetWidth,width#
#AddTags 2,#ICONCTRLA_SetHeight,height#
#AddTags 2,#ICONCTRLA_SetImageData1,Bank(1)#
#AddTags 2,#ICONCTRLA_SetImageData2,0#
#IconControlA_ *icon,TagList(2)#
```

But this doesn't:-

```
#c=0#
#For i=0 To height-1#
#  For j=0 To width-1#
#    Poke.b Bank(1)+c,Point(j,i)#
#    c=c+1#
#  Next j#
#Next i#
##
#InitTagList 2,10#
#Use TagList 2#
#AddTags 2,#ICONCTRLA_SetWidth,width#
#AddTags 2,#ICONCTRLA_SetHeight,height#
#AddTags 2,#ICONCTRLA_SetImageData1,Bank(1)#
#AddTags 2,#ICONCTRLA_SetImageData2,0#
#IconControlA_ *icon,TagList(2)#
```

The first outputs an icon with a graduated pattern (as expected), the second

---

contains no image data. The bank is set to use chip mem, and is width\*height in length.

The source bitmap is not empty (but if it were, I'd expect an empty icon - instead, with the second example, the default icon is displayed).

All the best

Steve

--

```
// A1200 '060 50Mhz, 2+64Meg, EZ-Tower, 540 Meg IDE 2.14Gig
// SCSI, 3 Gig IDE, Power CD-ROM, IDE CDRW, HPDJ610C,
// OS3.9, 56K Origo Modem, Silver Surfer, EZMouse, ProLine
\\// Wheelmouse, Sega and CD32 Controllers, NEC 2A
\/ Multisync, EIDE buffered 4 way interface, and no hair.
```

Author of:- GHelp, Blitzdock, Placemouse, WBCycle, Amiga Draughts and ScalosEject.

PGP Public Key:-

<http://www.hargreavess.freemove.co.uk/SteveHargreavesPGP.asc>

I worry about my child and the Internet all the time, even though she's too young to have logged on yet. Here's what I worry about. I worry that 10 or 15 years from now, she will come to me and say 'Daddy, where were you when they took freedom of the press away from the Internet?'

-- Mike Godwin

-----

## 1.99 Re: Strange result

From: David McMinn <dave@...>  
Date: 05-24-02 18:33:24  
Subject: Re: Strange result

On 24 May 2002 at 17:18, Steve Hargreaves wrote:

> But this doesn't:-

The only difference I can see is that you've used the Point command in the second example, ←  
so unless you have not got your bitmap set up and used correctly, there is ←  
something else  
somewhere in your code.

--

```
() /\ \ / ] [ ( ) | \ / | c | \ / | ] [ \ | | \ | | | ICQ=16827694
http://www.david-mcminn.co.uk | dave@...
```

In the land of the blind the one-eyed man is king...but I bet all the blind call him a freak behind his back

---

## 1.100 Re: Strange result

From: Bernd Roesch <berndroesch1@...>  
Date: 05-25-02 07:47:04  
Subject: Re: Strange result

You can switch the debugger to asm step (windows menu)when this command will execute

```
Poke.b Bank(1)+c,Point(j,i)#  
and singlestep in asmmode to see  
what really happen
```

With

```
Key s single step into calls  
Key d single step over calls
```

or the gadgets

If you see a term like this `move.l $20(a2),d0`  
and you click on the `a2` you get the mem content of `a2`  
If you click on `$20` you get the mem content of `a2+$20 .....`

Term like this:  
`jsr $12345678`

If you press ALT+click on `$12345678`  
the disasmwindow shows you content of `$12345678`  
With ALT+Mid MOuse button you go back to the old adress

The history have 10 Entries

----- Original Message -----

From: "Steve Hargreaves" <Steve@...>  
To: <blitz-list@netsoc.ucd.ie>  
Sent: Friday, May 24, 2002 6:18 PM  
Subject: Strange result

```
> Hi there,  
>  
> Does anyone know why this works:-  
>  
> #c=0#
```

---



```
> #For i=0 To height-1#
> #   For j=0 To width-1#
> #     Poke.b Bank(1)+c,j+i#
> #     c=c+1#
> #   Next j#
> #Next i#
> ##
> #InitTagList 2,10#
> #Use TagList 2#
> #AddTags 2,#ICONCTRLA_SetWidth,width#
> #AddTags 2,#ICONCTRLA_SetHeight,height#
> #AddTags 2,#ICONCTRLA_SetImageData1,Bank(1)#
> #AddTags 2,#ICONCTRLA_SetImageData2,0#
> #IconControlA_ *icon,TagList(2)#
>
> But this doesn't:-
>
> #c=0#
> #For i=0 To height-1#
> #   For j=0 To width-1#
> #     Poke.b Bank(1)+c,Point(j,i)#
> #     c=c+1#
> #   Next j#
> #Next i#
> ##
> #InitTagList 2,10#
> #Use TagList 2#
> #AddTags 2,#ICONCTRLA_SetWidth,width#
> #AddTags 2,#ICONCTRLA_SetHeight,height#
> #AddTags 2,#ICONCTRLA_SetImageData1,Bank(1)#
> #AddTags 2,#ICONCTRLA_SetImageData2,0#
> #IconControlA_ *icon,TagList(2)#
>
> The first outputs an icon with a graduated pattern (as expected), the
second
> contains no image data. The bank is set to use chip mem, and is
width*height in
> length.
>
> The source bitmap is not empty (but if it were, I'd expect an empty icon -
> instead, with the second example, the default icon is displayed).
>
> All the best
>
>
>
> Steve
> --
> // A1200 '060 50Mhz, 2+64Meg, EZ-Tower, 540 Meg IDE 2.14Gig
> // SCSI, 3 Gig IDE, Power CD-ROM, IDE CDRW, HPDJ610C,
> // OS3.9, 56K Origo Modem, Silver Surfer, EZMouse, ProLine
> \\// Wheelmouse, Sega and CD32 Controllers, NEC 2A
> \// Multisync, EIDE buffered 4 way interface, and no hair.
>
> Author of:- GHelp, Blitzdock, Placemouse, WBCycle, Amiga Draughts and
> ScalosEject.
>
```

```
> PGP Public Key:-
>
> http://www.hargreavess.freemove.co.uk/SteveHargreavesPGP.asc
>
> I worry about my child and the Internet all the time, even though she's
too
> young to have logged on yet. Here's what I worry about. I worry that 10 or
15
> years from now, she will come to me and say 'Daddy, where were you when
they
> took freedom of the press away from the Internet?'
> -- Mike Godwin
>
>
> -----
> To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
> For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie
>
```

---

## 1.101 Trapping Output

```
From: Steve Hargreaves <Steve@...>
Date: 05-12-02 23:28:05
Subject: Trapping Output
```

Hi there,

Is there a way to trap output from an external command and put it in a blitz variable instead?

```
eg: com$="Version filename"
Execute_ &com$,0,0
```

I want the output from version to go to a variable and not the standard output device.

All the best

Steve

--

```
// A1200 '060 50Mhz, 2+64Meg, EZ-Tower, 540 Meg IDE 2.14Gig
// SCSI, 3 Gig IDE, Power CD-ROM, IDE CDRW, HPDJ610C,
// OS3.9, 56K Origo Modem, Silver Surfer, EZMouse, ProLine
\\// Wheelmouse, Sega and CD32 Controllers, NEC 2A
\/ Multisync, EIDE buffered 4 way interface, and no hair.
```

Author of:- GHelp, Blitzdock, Placemouse, WBCycle, Amiga Draughts and ScalosEject.

---

PGP Public Key:-

<http://www.hargreavess.freemove.co.uk/SteveHargreavesPGP.asc>

Real knowledge is to know the extent of one's ignorance.

-- Confucius

---

## 1.102 Re: Trapping Output

From: Fabio <shada@...>  
Date: 05-13-02 10:19:32  
Subject: Re: Trapping Output

Ciao Steve Hargreaves,

```
>eg: com$="Version filename"  
>Execute_ &com$,0,0  
>I want the output from version to go to a variable and not the standard  
>output device.
```

You could try to redirect the output of Version to an env: variable (or a file in RAM-Disk -> com\$="Version >RAM:tmp.file filename") and then read it from Blitz. Just an idea.

---

## 1.103 Re: Trapping Output

From: Steve Hargreaves <Steve@...>  
Date: 05-13-02 07:19:14  
Subject: Re: Trapping Output

Hi there, Fabio

On 13-May-02, you said:

```
F> You could try to redirect the output of Version to an env: variable (or  
F> a file in RAM-Disk -> com$="Version >RAM:tmp.file filename") and then read  
F> it from Blitz. Just an idea.
```

I tried that, but unfortunately, this could result in a file being opened and closed 10s, or even hundreds of times in quick succession, and I've found that this usually leads to a crash.

What I'm trying to do is write a cli proggy that supports full re-direction. Unfortunately, output from Execute\_ isn't caught by the redirection, only output direct from Blitz. I was thinking if I could trap the output, I could

---

print it out to the default output using NPrint, which would get caught by any re-direction.

Regards

Steve

```
--  
    // A1200 '060 50Mhz, 2+64Meg, EZ-Tower, 540 Meg IDE 2.14Gig  
    // SCSI, 3 Gig IDE, Power CD-ROM, IDE CDRW, HPDJ610C,  
    // OS3.9, 56K Origo Modem, Silver Surfer, EZMouse, ProLine  
\// Wheelmouse, Sega and CD32 Controllers, NEC 2A  
\ / Multisync, EIDE buffered 4 way interface, and no hair.
```

Author of:- GHelp, Blitzdock, Placemouse, WBCycle, Amiga Draughts and ScalosEject.

PGP Public Key:-

<http://www.hargreavess.freemove.co.uk/SteveHargreavesPGP.asc>

In the domain of political economy, free scientific inquiry does not merely meet the same enemies as in all other domains. The peculiar nature of the material it deals with summons to the fray on the opposing side the most violent, sordid and malignant passions of the human breast, the Furies of private interest. The Established church, for instance, will more readily pardon an attack on thirty-eight of its thirty-nine articles than on one thirty-ninth of its income.

-- Karl Marx

---

## 1.104 Re: Trapping Output

From: Nick Clover <bauk@...>  
Date: 05-13-02 13:54:33  
Subject: Re: Trapping Output

Hello Steve

On 13-May-02, you wrote:

> Hi there, Fabio

> On 13-May-02, you said:

>> You could try to redirect the output of Version to an env: variable (or  
>> a file in RAM-Disk -> com\$="Version >RAM:tmp.file filename") and then read  
>> it from Blitz. Just an idea.

> I tried that, but unfortunately, this could result in a file being opened and  
> closed 10s, or even hundreds of times in quick succession, and I've found that  
> this usually leads to a crash.

---

What about using the double redirect eg. `com$="Version >>T:Temp "+filename$ ?`  
put up a progress meter of some sort while your proggy is working, then just read ←  
the  
output file once, when it's finished the version loop...

Regards

--

<sb>

<sb>Nick Clover - <http://bauk.webhop.org>

<sb>

<sb>A4000/060/50, 128Mb, PicassoIV, Paloma, CTX 15" LCD Monitor

<sb>IDE: Fujitsu 10.1 & Seagate 13.8 Gb HD's, Ricoh 8x8x32 CDrw, 52xCDRom, LS120

<sb>SCSI: Fujitsu 18Gb HD, Sony CDU625-S CD. Zorro: MultiFace III, X-Surf

<sb>Brother HL1250 Laser, HP890c Inkjet, Generic V90 Modem, Epson GT-5000

<sb>

---

## 1.105 Re: Trapping Output

From: Steve Hargreaves <Steve@...>

Date: 05-13-02 09:04:41

Subject: Re: Trapping Output

Hi there, Nick

On 13-May-02, you said:

NC>> I tried that, but unfortunately, this could result in a file being opened  
NC>> and closed 10s, or even hundreds of times in quick succession, and I've  
NC>> found that this usually leads to a crash.

NC>

NC> What about using the double redirect eg. `com$="Version >>T:Temp "+filename$`

NC> ? put up a progress meter of some sort while your proggy is working, then

NC> just read the output file once, when it's finished the version loop...

That's the way I'm doing it now, but it just feels like a hack. I'd like a cleaner way of doing it all internally without resorting to an external file (particularly given that the whole purpose of trapping the output in the first place is to allow re-direction from the CLI - this method effectively creates a file to allow output to another file, which seems like doubling resources).

If the re-direction at the cli is enclosed in quotes, I can trap that as a parameter, and simply force the re-direction directly in the code, but then it ceases to have a standard AmigaDOS template for my proggy.

For the time being, it looks like I'm stuck with the re-direct to a tempfile. It just seems like a hacky way of doing things :o(

Regards

Steve

--

```
// A1200 '060 50Mhz, 2+64Meg, EZ-Tower, 540 Meg IDE 2.14Gig
// SCSI, 3 Gig IDE, Power CD-ROM, IDE CDRW, HPDJ610C,
// OS3.9, 56K Origo Modem, Silver Surfer, EZMouse, ProLine
\\// Wheelmouse, Sega and CD32 Controllers, NEC 2A
\// Multisync, EIDE buffered 4 way interface, and no hair.
```

Author of:- GHelp, Blitzdock, Placemouse, WBCycle, Amiga Draughts and ScalosEject.

PGP Public Key:-

<http://www.hargreavess.freemove.co.uk/SteveHargreavesPGP.asc>

That which yesterday was reviled today becomes cultural consumer-goods, consumption thus engulfs what was intended to give meaning and direction.

-- H Lefebvre

---

## 1.106 Re: Trapping Output

From: Nick Clover <bauk@...>  
Date: 05-13-02 21:32:38  
Subject: Re: Trapping Output

Hello Steve

On 13-May-02, you wrote:

> That's the way I'm doing it now, but it just feels like a hack. I'd like a  
> cleaner way of doing it all internally without resorting to an external file  
> (particularly given that the whole purpose of trapping the output in the first  
> place is to allow re-direction from the CLI - this method effectively creates a  
> file to allow output to another file, which seems like doubling resources).

> If the re-direction at the cli is enclosed in quotes, I can trap that as a  
> parameter, and simply force the re-direction directly in the code, but then it  
> ceases to have a standard AmigaDOS template for my proggy.

> For the time being, it looks like I'm stuck with the re-direct to a tempfile. It  
> just seems like a hacky way of doing things :o(

What about an internal version routine? something like this should do it:

```
Function Version(filename.s)
  result$=""
  If Exists(filename)
    If ReadFile 0,filename
      flen.l=Lof(0)
      chunks.l=Int(flen/16384)
      For i=1 To chunks+1
        test$=Edit$(16384)
```

```
    position.1=Instr$(test$,"$VER")
    If position>0
        FileSeek 0,position
        test$=Edit$(64)
        result$=Peek$(&test$)
        i=chunks+1
    EndIf
Next
CloseFile 0
EndIf
EndIf
Function Return result$
End Function
```

It's untested, but should give you the idea...  
> Regards

> Steve  
Regards

--

<sb>

<sb>Nick Clover - <http://bauk.webhop.org>

<sb>

<sb>A4000/060/50, 128Mb, PicassoIV, Paloma, CTX 15" LCD Monitor

<sb>IDE: Fujitsu 10.1 & Seagate 13.8 Gb HD's, Ricoh 8x8x32 CDrw, 52xCDRom, LS120

<sb>SCSI: Fujitsu 18Gb HD, Sony CDU625-S CD. Zorro: MultiFace III, X-Surf

<sb>Brother HL1250 Laser, HP890c Inkjet, Generic V90 Modem, Epson GT-5000

<sb>

---

## 1.107 Re: Trapping Output

From: Steve Hargreaves <Steve@...>  
Date: 05-13-02 21:43:51  
Subject: Re: Trapping Output

Hi there, Nick

On 13-May-02, you said:

```
NC> What about an internal version routine? something like this should do it:
NC>
<snip>
```

He he, cheers, Nick. I was starting to think I was going to have to write that routine myself, now you've saved me (some) of the trouble.

Course, I'll still have to amend it, 'cos I want to support the FULL option of the AmigaDOS version (So a short and a long version command can be issued).

My code for the rest of the proggy does it now, so I only need to amend the

---

function :o)

Regards

Steve

--

```
// A1200 '060 50Mhz, 2+64Meg, EZ-Tower, 540 Meg IDE 2.14Gig
// SCSI, 3 Gig IDE, Power CD-ROM, IDE CDRW, HPDJ610C,
// OS3.9, 56K Origo Modem, Silver Surfer, EZMouse, ProLine
\\// Wheelmouse, Sega and CD32 Controllers, NEC 2A
\// Multisync, EIDE buffered 4 way interface, and no hair.
```

Author of:- GHelp, Blitzdock, Placemouse, WBCycle, Amiga Draughts and ScalosEject.

PGP Public Key:-

<http://www.hargreavess.freemove.co.uk/SteveHargreavesPGP.asc>

There are three classes of elderly women; first, that dear old soul; second, that old woman; third, that old witch.

-- Samuel Taylor Coleridge

---

## 1.108 Re: Trapping Output

From: Sami Näätänen <sami.naatanen@...>  
Date: 05-13-02 22:23:24  
Subject: Re: Trapping Output

On 2002.05.13 11:04 Steve Hargreaves wrote:

> Hi there, Nick

>

> On 13-May-02, you said:

>

> NC>> I tried that, but unfortunately, this could result in a file  
> being opened

> NC>> and closed 10s, or even hundreds of times in quick succession,  
> and I've

> NC>> found that this usually leads to a crash.

> NC>

> NC> What about using the double redirect eg. com\$="Version >>T:Temp  
> "+filename\$

> NC> ? put up a progress meter of some sort while your proggy is  
> working, then

> NC> just read the output file once, when it's finished the version  
> loop...

>

> That's the way I'm doing it now, but it just feels like a hack. I'd  
> like a

> cleaner way of doing it all internally without resorting to an



```

> external file
> (particularly given that the whole purpose of trapping the output in
> the first
> place is to allow re-direction from the CLI - this method effectively
> creates a
> file to allow output to another file, which seems like doubling
> resources).
>
> If the re-direction at the cli is enclosed in quotes, I can trap that
> as a
> parameter, and simply force the re-direction directly in the code, but
> then it
> ceases to have a standard AmigaDOS template for my proggy.
>
> For the time being, it looks like I'm stuck with the re-direct to a
> tempfile. It
> just seems like a hacky way of doing things :o(
>

```

Bernd could possibly tell you how to get the stdout handle in AB2, and when you have that just pass it to the execute().

---

## 1.109 Re: Trapping Output

```

From: amorel <amorel@...>
Date: 05-14-02 01:11:22
Subject: Re: Trapping Output

```

On 13-May-02, Steve Hargreaves wrote:  
C=Hi there, Nick

C=On 13-May-02, you said:

```

C=NC> What about an internal version routine? something like this should do
it:
C=NC>
C=<snip>

```

C=He he, cheers, Nick. I was starting to think I was going to have to write that routine myself, now you've saved me (some) of the trouble.

I suggest you look into the docs describing the dos command SystemTagList:

!!!!Read this ;- ) By default the new process will use your current Input() and Output() filehandles!!!! Aint that special? :-D

```

[0m[31m[40m
[0m[1m[31m[40m  NAME[0m[31m[40m
      SystemTagList -- Have a shell execute a command line (V36)

```

```

[0m[1m[31m[40m  SYNOPSIS[0m[31m[40m

```

---

```
error = SystemTagList(command, tags)
D0          D1          D2
```

```
LONG SystemTagList(STRPTR, struct TagItem *)
```

```
error = System(command, tags)
D0          D1          D2
```

```
LONG System(STRPTR, struct TagItem *)
```

```
error = SystemTags(command, Tag1, ...)
```

```
LONG SystemTags(STRPTR, ULONG, ...)
```

```
[0m[1m[31m[40m  FUNCTION[0m[31m[40m
```

Similar to Execute(), but does not read commands from the input filehandle. Spawns a Shell process to execute the command, and returns the returncode the command produced, or -1 if the command could not be run for any reason. The input and output filehandles will not be closed by System, you must close them (if needed) after System returns, if you specified them via SYS\_Input or SYS\_Output.

By default the new process will use your current Input() and Output() filehandles. Normal Shell command-line parsing will be done including redirection on 'command'. The current directory and path will be inherited from your process. Your path will be used to find the command (if no path is specified).

Note that you may NOT pass the same filehandle for both SYS\_Input and SYS\_Output. If you want input and output to both be to the same CON: window, pass a SYS\_Input of a filehandle on the CON: window, and pass a SYS\_Output of NULL. The shell will automatically set the default Output() stream to the window you passed via SYS\_Input, by opening "\*" on that handler.

If used with the SYS\_Asynch flag, it WILL close both it's input and output filehandles after running the command (even if these were your Input() and Output(!))

Normally uses the boot (ROM) shell, but other shells can be specified via SYS\_UserShell and SYS\_CustomShell. Normally, you should send things written by the user to the UserShell. The UserShell defaults to the same shell as the boot shell.

The tags are passed through to CreateNewProc() (tags that conflict with SystemTagList() will be filtered out). This allows setting things like priority, etc for the new process. The tags that are currently filtered out are:

```
NP_Seglist
NP_FreeSeglist
NP_Entry
NP_Input
NP_Output
NP_CloseInput
NP_CloseOutput
NP_HomeDir
```

NP\_Cli

```
[0m[1m[31m[40m  INPUTS[0m[31m[40m
  command - Program and arguments
  tags    - see <dos/dostags.h>. Note that both SystemTagList()-
            specific tags and tags from CreateNewProc() may be passed.

[0m[1m[31m[40m  RESULT[0m[31m[40m
  error   - 0 for success, result from command, or -1. Note that on
            error, the caller is responsible for any filehandles or other
            things passed in via tags. -1 will only be returned if
            dos could not create the new shell. If the command is not
            found the shell will return an error value, normally
            RETURN_ERROR.

[0m[1m[31m[40m  SEE ALSO[0m[31m[40m
  Execute(), CreateNewProc(), <dos/dostags.h>, Input(), Output()
```

--

Sweetness I was only joking when I said I'd like to smash every  
tooth in your head ... [www.xs4all.nl/~amorel/amoralplayer.html](http://www.xs4all.nl/~amorel/amoralplayer.html)  
Music: [www.mp3.com/vopak](http://www.mp3.com/vopak) and [www.xs4all.nl/~amorel/amusic.html](http://www.xs4all.nl/~amorel/amusic.html)

-----\* Aseq, a new midi/audio sequencer <http://www.aseq.de> \*-----  
-----\* ( QNX, Linux and Dos versions planned ) \*-----

## 1.110 WinUAE and AB2

From: Tony Rolfe <edgewater@...>  
Date: 05-21-02 05:23:43  
Subject: WinUAE and AB2

I'm trying to set up my PC (PIII 733) as a backup machine for my  
A2000.

I've got WinUAE working with an operational BB2 environment.

Questions:

1. Can AB2 run under WinUAE?
2. Where can I get the latest full distribution and do I need to get any updates to get up to date?
3. Are there WinUAE equivalents of Mungwall and Enforcer?
4. Anything else I should be asking?

Thanks

Tony Rolfe  
For Gill & Tony Rolfe  
EDGEWATER MOTEL  
1 Princess Avenue South  
BURRILL LAKE NSW 2539  
Phone: +61 2 4455 2604  
Fax: +61 2 4454 4095  
<http://www.shoalhaven.net.au/edgewater>

---

## 1.111 Re: WinUAE and AB2

From: Bernd Roesch <berndroesch1@...>  
Date: 05-21-02 10:49:51  
Subject: Re: WinUAE and AB2

----- Original Message -----

From: "Tony Rolfe" <edgewater@...>  
To: <blitz-list@netsoc.ucd.ie>  
Sent: Tuesday, May 21, 2002 6:23 AM  
Subject: WinUAE and AB2

> I'm trying to set up my PC (PIII 733) as a backup machine for my  
> A2000.  
>  
> I've got WinUAE working with an operational BB2 environment.  
>  
> Questions:  
>  
> 1. Can AB2 run under WinUAE?

Of course AB2 was not possible with 060/50 to develop. Now with the AB2 speedincrease it is possible with 060/50 too but first the speedincrease must develop or compiletime are in minute range

>  
> 2. Where can I get the latest full distribution and do I need to get any  
> updates to get up to date?  
>

[www.winuae.net](http://www.winuae.net)

> 3. Are there WinUAE equivalents of Mungwall and Enforcer?  
>

You can use mungwall and wipeout without problems.  
For enforcer replacement i use a developer Version of winuae 0.8.17 which have enforcer zeropage protect the uaescsi.device as 0.8.21 and if you switch on log illegal mem illegal memaccess is print to the winuae console with address also the screen draw a black rectangle when this happen for 2 sec. Activating Enforcer stuff have no speedloss.

---

I can send it (700kb if you wish) a 0.8.21 i have not done but if some user interestet on enforcer for winuae i can do só

> 4. Anything else I should be asking?  
>

Installing your Amiga Soft on winuae you can do like this:  
Notice Copyrights

Create a hardfile ca. 250MB-700MB for dh0 install.Choose create insert size in Bytes

Hardfiles can easy backup under a minute.Your data can save in filedisk it is possible to share with windows and can grow individual

If you use winuae you need to change the cdrom mountlist of the AmigaOS failsafe disk to uaescsi.device  
your unitnum you see in the winuae logfile of the pc Cd-Rom and IMPORTANT change  
maxtransfer size in mountlist to 0x1000.  
Otherwise you get read/write errors from the cacheddfs driver

Dowload the picasso96 2.0 (link on the about page of winuae) and install it copy the rtg.library which is included in winuae to libs:picasso96

If you have installed the OS install your progs  
Or copy all amiga files into a zip.Transfer it to PC depack all

BTW: i like not read long texts so I keep it short.If you have problems or questions feel free to ask  
so i see what i need to enhance in the docu

> Thanks

>

> Tony Rolfe

> For Gill & Tony Rolfe

> EDGEWATER MOTEL

> 1 Princess Avenue South

> BURRILL LAKE NSW 2539

> Phone: +61 2 4455 2604

> Fax: +61 2 4454 4095

> <http://www.shoalhaven.net.au/edgewater>

>

>

> -----

> To unsubscribe, e-mail: [blitz-list-unsubscribe@netsoc.ucd.ie](mailto:blitz-list-unsubscribe@netsoc.ucd.ie)

> For additional commands, e-mail: [blitz-list-help@netsoc.ucd.ie](mailto:blitz-list-help@netsoc.ucd.ie)

>

-----

---

## 1.112 Re: WinUAE and AB2

From: Tony Rolfe <edgewater@...>  
Date: 05-22-02 12:46:03  
Subject: Re: WinUAE and AB2

On 21 May 2002 at 11:49, Bernd Roesch wrote:

> > I'm trying to set up my PC (PIII 733) as a backup machine for my  
> > A2000.  
> >  
> >  
> > 2. Where can I get the latest full distribution and do I need to get  
> > any updates to get up to date?  
> >  
> >  
> > www.winuae.net

Sorry, I meant the full distribution of AB2. I already have WinUAE

Regards

Tony Rolfe  
For Gill & Tony Rolfe  
EDGEWATER MOTEL  
1 Princess Avenue South  
BURRILL LAKE NSW 2539  
Phone: +61 2 4455 2604  
Fax: +61 2 4454 4095  
<http://www.shoalhaven.net.au/edgewater>

---

## 1.113 Re: WinUAE and AB2

From: David McMinn <dave@...>  
Date: 05-22-02 13:04:17  
Subject: Re: WinUAE and AB2

On 22 May 2002 at 21:46, Tony Rolfe wrote:

> Sorry, I meant the full distribution of AB2. I already have WinUAE

<http://www.blitz-2000.co.uk> has a full distribution, I do not think there is ↔  
anything missing  
(I hope). It is slightly out of date (v2.25) but I needed to ask Bernd some more ↔  
questions  
about 2.26 before I release a distribution for it.

<http://www.amiforce.de> also has a distribution I think.

---



Thilo

---

## 1.115 Re: Zero

From: Bernd Roesch <berndroesch1@...>  
Date: 05-07-02 09:47:55  
Subject: Re: Zero

I dont see problems when i look on Source

I do always singelstep code in such a situation and try diffrent input values

Start wipeout this help much in such a situation.  
Try some sizes and singlestep

> UNLK a4

This give no Speed increase but allow debugging only in asmstep mode(runtimeerrorcheck must switch off)  
Compare on asm Code in both versions.Faster is if you use it in a macro

----- Original Message -----

From: "Thilo Köhler" <koehlerthilo@...>  
To: <blitz-list@netsoc.ucd.ie>  
Sent: Monday, May 06, 2002 3:28 PM  
Subject: Zero

> Hi all!

>

> Got a problem: Can't find the bug in this function.  
> It should pad the memory at "destaddr" with zero bytes.  
> For speed reasons it does 8 bytes at once and  
> then the last few bytes with 1 byte at once.  
> It trashes some memory, and I can not find where  
> the bug is. Maybe I am blind.

>

> \_\_\_\_\_ snip!

> Statement asm\_zero {destaddr.l,blength.l}

> UNLK a4

> TST.l d1

> BLE asm\_skip\_bytezero ; skip if blength<=0

>

> MOVE.l d0,a0 ; load registers

> MOVE.l d1,d2

>

> LSR.l #3,d2 ; blength / 8, how many 8-byte-loops we need

> BEQ asm\_skip\_longzero

>

---





```
>> UNLK a4
>
> This give no Speed increase but allow debugging only in asmstep
> mode(runtimererrorcheck must switch off)
This means I have to do "Runnerrsoff" if I use this ?
That would explain some mysterious bugs ...
So should I not use this ? I thought it is necessary to do an ASM only
function.
```

Ciao,

Thilo

---

## 1.117 Re: Zero

From: Bernd Roesch <berndroesch1@...>  
 Date: 05-08-02 09:48:21  
 Subject: Re: Zero

```
> This means I have to do "Runnerrsoff" if I use this ?
> That would explain some mysterious bugs ...
> So should I not use this ? I thought it is necessary to do an ASM only
> function.
>
It is not necessary.
You type the end statement code manually which work without debugger but
with debugger on the end statement
do more than a unlk:rts so this fail and you get stackoverflow sooner or
later
```

```
Statement test{a.l,b.l}
.....
End Statement
ASM:
  LINK    A4,#-8
  JSR varclearcode
  MOVE.L  D0,-4(A4)
  MOVE.L  D1,-8(A4)
  .....
  UNLK    A4
  RTS

Statement test{a.l,b.l}
.....
  unlk A4
  rts
End Statement

ASM:

  LINK    A4,#-8
  JSR varclearcode
```

---

```

MOVE.L D0,-4(A4)
MOVE.L D1,-8(A4)
.....
UNLK A4
RTS
UNLK A4 ;code add from end statement
RTS

```

varclearcode

```

MOVEM.L D0-D1,-(A7)
LEA $C(A7),A0
MOVE.L A4,D1
SUB.L A0,D1
LSR.L #2,D1
SUBQ #1,D1
MOVEQ #0,D0
MOVE.L D0,(A0)+
DBF D1,$106B2AEE
MOVEM.L (A7)+,D0-D1
RTS

```

Statement FAST test{a.l,b.l}

```

.....
End Statement

```

ASM Code

```

LINK A4,#-8
MOVE.L D0,-4(A4)
MOVE.L D1,-8(A4)
.....
UNLK A4
RTS

```

Note a jsr take 16 Cycles so the FAST Keyword save you every call min 29 Cycles more on more local vars

As in C you need to initialize your vars with 0 if you want 0

FAST can not work if you have local strings/local dims.\$1000000f

Recoverable Alert you see then

----- Original Message -----

From: "Thilo Köhler" <koehlerthilo@...>

To: <blitz-list@netsoc.ucd.ie>

Sent: Tuesday, May 07, 2002 5:16 PM

Subject: Re: Zero

> Hello Bernd

>

> > I dont see problems when i look on Source

> Me too, but it definetly gives memtrash. If I simply do

> \_\_\_\_\_ snip!

> loop:

> move.b #0,(a0)+

> sub.l d0

> bgt loop:

> \_\_\_\_\_ snip!

>

```
> It works correctly. (But more than 6 times slower)
>
>
> >> UNLK a4
> >
> > This give no Speed increase but allow debugging only in asmstep
> > mode(runtimeerrorcheck must switch off)
> This means I have to do "Runnerrsoff" if I use this ?
> That would explain some mysterious bugs ...
> So should I not use this ? I thought it is necessary to do an ASM only
> function.
>
> Ciao,
>
> Thilo
>
>
> -----
> To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
> For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie
>
```

---

## 1.118 Re: Zero

From: Thilo Köhler <koehlerthilo@...>  
Date: 05-08-02 12:39:19  
Subject: Re: Zero

Hello Bernd

So I should do ...

```
Statement FAST test{a.l,b.l}
LINK      A4,#-8
MOVE.L   D0,-4(A4) ; do this for every parameter !?
MOVE.L   D1,-8(A4)
```

; My ASM Instructions, they need no Blitz vars, only the params in D0-D6

```
UNLK     A4
RTS
End Statement
```

Or did I get you wrong ?

Ciao,  
Thilo

---

## 1.119 Re: Zero

From: Bernd Roesch <berndroesch1@...>  
Date: 05-08-02 12:34:47  
Subject: Re: Zero

```
> Statement FAST test{a.l,b.l}
> LINK      A4,#-8
> MOVE.L   D0,-4(A4) ; do this for every parameter !?
> MOVE.L   D1,-8(A4)
```

For every parameter AB2 generate a move.l d0,-x(a4) instruction  
This is automatic done.  
Because every jsr take 16 Cycles (060/50) X86 JIT need 20)it help not to  
save maybe 2-3 Cycles so i dont change this.  
If you need fast speed use a macro you save the 16 call cycles.

----- Original Message -----  
From: "Thilo Köhler" <koehlerthilo@...>  
To: <blitz-list@netsoc.ucd.ie>  
Sent: Wednesday, May 08, 2002 1:39 PM  
Subject: Re: Zero

```
> Hello Bernd
>
> So I should do ...
>
>
> Statement FAST test{a.l,b.l}
> LINK      A4,#-8
> MOVE.L   D0,-4(A4) ; do this for every parameter !?
> MOVE.L   D1,-8(A4)
>
> ; My ASM Instructions, they need no Blitz vars, only the params in D0-D6
>
> UNLK     A4
> RTS
> End Statement
>
> Or did I get you wrong ?
>
> Ciao,
> Thilo
>
>
> -----
> To unsubscribe, e-mail: blitz-list-unsubscribe@netsoc.ucd.ie
> For additional commands, e-mail: blitz-list-help@netsoc.ucd.ie
>
```